Contents

Welcome to <u>Gin Rummy</u>.   Help is organized in the following sections.   Click on the one you require.   Alternatively, click on the search, index, or glossary button above to look for information on a specific subject.

Overview

Gin Rummy, or just "Gin", is a member of the "Rummy" family of card games.   Gin Rummy adheres to the documented rules of Hoyle's Rules Of Games, but provides rule variations should you be familiar with other methods of playing.   In particular, both the Oklahoma Gin game and the Hollywood scoring method are fully supported.

Ten cards are dealt to you and ten to your opponent.   The remaining cards form the stock and are placed face down by the table.   The top card is turned face up on the table.   This card forms the beginning of   the discard pile.

The game progresses with the player or the opponent starting their turn.   If this is a new game, the loser of the previous game starts.   If this is a new round of an unfinished game, then the loser of the previous round starts. The player who is starting has the option of taking the card from the discard pile.   If this option is declined, the other player can elect to take it instead.   If this offer is also declined, the first player takes a new card from the stock.

Whether you started your turn by taking a new card from the stock or by taking the card from the discard pile, you continue your turn by determining whether you can, and wish to, "knock", which will signal the end of the current round.   In order to knock, you must be able to meld cards from your hand to the table such that you will have ten or less points in your hand after discarding.   If you meld all ten cards, you have scored "Gin".

You conclude your turn by discarding a card from   your hand.

A round ends when a player has knocked.   The other player may then lay down whatever melds they can, and add to the knocking player's melds.   They do not take a card (from the stock or discard pile) before this action, nor do they discard after.

Successive rounds are dealt and played until one of the players achieves the goal of 100 points to win the game.

Getting Started

When learning a new <u>game</u>, many people prefer to watch others play a few hands before diving in for themselves.   <u>Gin Rummy</u> caters to such wishes by means of its "AutoPlayer" mode.   Click the second line below for instructions on how to start the AutoPlayer.

<u>Getting Started Instructions</u>

<u>"I'd Rather Watch First"</u>

Getting Started Instructions

When you first start <u>Gin Rummy</u>, you will be informed that you lead the first <u>round</u>. Click on the OK button to proceed. If you need to change any of the menu <u>options</u>, do this as soon as the round is dealt.

The first round of the first <u>game</u> starts with your <u>turn</u>, which you make by either taking a new card from the <u>stock</u>, or by taking the card from the <u>discard pile</u>. For each successive round, the lead is assigned to the loser of the previous round. The initial lead for each new game goes to the loser of the previous game.

Under the rules of Gin Rummy, the person who has the lead must offer the discard to the other <u>player</u> if they don't want to take it. If the other player declines, then the first player takes a card from the stock.

If you elect to take a new card from the stock, you click on the top of the stock. If the <u>opponent</u> decided it wanted the discard, you will be advised of this, and the discard will be taken be the opponent, who thus starts the round. Similarly, in subsequent rounds, when it is the opponents turn to lead, it will offer you the discard if it doesn't wish to take it.

If you clicked on the stock and the opponent did not want the discard, the top card will then be turned face up for you to see, and, after a fraction of a second, is automatically added to your <u>hand</u>. Alternatively, if the <u>AutoMouse</u> option is enabled, the card will not be displayed on the deck, but will be moved directly to your hand. With AutoMouse, the mouse pointer also moves to your hand and indicates which card was newly taken.

If you want to take the card from the discard pile, click on it and it will move to your hand. If AutoMouse is enabled, the mouse pointer will move with the card.

If you are able to, and wish to, you may "<u>knock</u>" at this time by <u>melding</u> your cards. To do so, you must be left with ten or less points in your hand after <u>discarding</u>. (The minimum points requirement may be less than ten if you have selected the "<u>Oklahoma</u> Gin" rules option.)

You end your turn by discarding a card from your hand by clicking on it with the RIGHT mouse button. If you knocked, the opponent will lay off its cards and the round ends. Otherwise, your opponent (the computer) will then play its turn, and so play continues until one of you knocks.

At any time you can get assistance on what to do next by clicking on the "Explain" option of the "Assistant" menu. An information window will appear describing your options at that point of play. This window will disappear automatically when you click anywhere except the title bar of the information window. You may move the information window by dragging its title bar.

When you are learning the game, you might set the opponent <u>skill level</u> to "champion" and discard each of your cards immediately after taking them. In this way, you will see how the game is played by the opponent. Subsequently, you might set the opponent skill to "carefree" (in which case the opponent will never knock) to play out your hand completely. You might also care to check the "Show Cards" option of the "Opponent" menu while you are learning the game. Once you have experimented with these methods, you should be ready to play in earnest!

Watching A Game Being Played

If this is your first experience of <u>Gin Rummy</u>, you might prefer to watch a <u>game</u> being played before launching into reading the help information in detail.

Follow the following steps to set Gin Rummy into AutoPlayer mode.

1   Select "AutoPlayer" from the "<u>Player</u>" menu
2   Select a <u>skill level</u> for the player.   "Expert" would be a good choice.   Press "OK"
3   Sit back and watch.
4   Press the "Stop" button when you have watched for long enough.

The Layout

The layout of the display is shown above.   You can click on any part of the graphic to learn about that item. (To dismiss the resulting pop-up window, click anywhere.)   In particular, note the various shortcuts enabled from the status bar at the bottom of the picture.

Briefly:

The stock is shown face down to the left of the table, with the discard pile shown face up on the table, to the right of the stock.   The opponent's cards are displayed face down above the table, and the player's cards are displayed face up below the table.   The opponent has knocked, and the opponent's melds are displayed on the table, below the discard pile.   By default, the knocker discards face down, but the discard is shown face up in the above diagram.

Using The Mouse

All mouse operations in <u>Gin Rummy</u> are performed by clicking.   Gin Rummy does not support dragging.

Operations take effect when the mouse button is released, and are ignored if the mouse button is released in a different area from where it was depressed.

If you have depressed a mouse button in an area of the screen and wish to abandon the action, move (drag) the mouse away from that area   and release the button.   The different areas of the screen are:

- The <u>stock</u>
- The <u>discard pile</u>
- The opponent's cards
- The player's cards
- The <u>table</u>
- The cards <u>melded</u> to the table
- The <u>status bar</u>

For example, if you have depressed the mouse button on the stock and wish not to take a new card after all, move the mouse away from the stock before releasing the button.

Either the left or right mouse button may be used for all operations except:

- The left mouse button must be used to select (highlight) cards
- The right mouse button must be used to discard from your <u>hand</u>

The <u>AutoMouse</u> features may be enabled to move the mouse automatically between the stock and the <u>player</u> area and/or to and from message and information windows.

Playing The Game

After the cards for a round have been dealt, the sequence of your turn (or your opponent's) is:

1   Taking a card from the stock or   the discard pile
2   "Knocking", by melding cards from your hand to the table, if and when possible
3   Discarding one of the cards from those in your hand.

The round ends when one of the players has "knocked" and the other has laid off their meldable cards.

Dealing
Taking The Top Card Of The Stock
Taking From The Discard Pile
Knocking
Melding Cards To The Table
Discarding From Your Hand

Dealing

The first <u>round</u> is dealt automatically after you confirm that you will start the first round.

After the end of each round, after displaying the scores for the round, <u>Gin Rummy</u> will shuffle and deal the cards for the next round.

Under the rules of Gin Rummy, the person whose <u>turn</u> it is to go first has the option of taking the discard.   If not taken, it is offered to the other <u>player</u>.   If they also decline, the first player takes a card from the <u>stock</u>.   Thus when it is your turn to start and you select the stock card instead of the discard, the <u>opponent</u> may elect to take the discard and start the round.   When this occurs, a message box will be displayed to advise you accordingly.   When it is the opponent's turn to start and the discard is not wanted, you will be offered it.   If you decline, the opponent will take the top card from the stock.   If you accept, the discard will be moved to your <u>hand</u>.

At the end of each <u>game</u>, you will be asked if you want to proceed with the next game.   If you select "Yes", Gin Rummy will shuffle and deal the cards.

At any time, you may select "Redeal Game" from the Game menu.   In this case, the current game is abandoned, and the cards are reshuffled and redealt.

If <u>AutoMouse</u> is enabled, the mouse pointer will   be moved automatically to the deck after the cards have been dealt.

Taking The Top Card Of The Stock

Position the mouse pointer over the face down card on top of the <u>stock</u>. (In <u>AutoMouse</u> mode, the mouse will have been automatically positioned over the stock after you <u>discarded</u> the previous card.)

Click either the left or right mouse button on the card.

The card will then be removed from the stock and added to your <u>hand</u>,   which will immediately be sorted.

If AutoMouse mode is operative, the mouse pointer will also move to your hand and point to the card taken.

If AutoMouse mode is not operative, the card will be displayed face-up on the stock for a fraction of a second so that you can see what it is before it is moved to your hand.

Taking From The Discard Pile

If you wish to take the card from the discard pile, you do this instead of taking a new card from the stock.

You take the last card from the discard pile by clicking on it.   It will then be added to your hand, just as taking a new card from the stock would.

Knocking

When a player is able to meld, in one turn, enough cards to the table such that the point values of the remaining cards (after discarding) total ten points or less, they may elect to knock.   If they can lay down all ten cards, they have scored a "Gin".

When a player has knocked, the other may then lay down whatever melds they can make from their cards, and add cards to the Knocker's melds.

The round then ends.   If the knocker scores Gin, or has less "deadwood" points remaining their hand than the other player, then the knocker wins the round.   Otherwise, if the other player "undercuts" the knocker by having less deadwood points, then the other player wins the round.   The round is scored as the difference between the deadwood points, with bonus points being awarded for a Gin or an undercut.

Melding Cards To The Table

You will meld cards either when you have chosen to "knock", or when laying off your cards after the opponent has knocked.

You may either create a new meld of at least three cards, or you may add one or more cards to an existing meld displayed on the table.   You may add to any displayed meld, whether it originated from your hand or the opponent's.   Similarly, your opponent may add cards to melds you put down when you have knocked.

You then continue your turn until you discard (if you knocked) or have laid off all your possible cards (if the opponent knocked).

Further information:
> **Creating A New Meld**
> **Adding To An Existing Meld**

Creating A New Meld

First you must select which cards from your <u>hand</u> are to form the new <u>meld</u>.   You do this by identifying each of those that you wish to select.   You must select at least three cards.

To select a card: Position the mouse pointer over the card and click the LEFT mouse button.   The card will now be <u>highlighted</u>.   If you just started your <u>turn</u> by taking cards from the <u>discard pile</u>, one of the cards will be highlighted already.

To deselect a card: Position the mouse pointer over the highlighted card and click the LEFT mouse button. The card is no longer highlighted.   Note that you cannot deselect a card which is highlighted as a result of having been taken from the discard pile.   Such a card must be <u>melded</u> immediately.

When you have selected (i.e., highlighted)   three or more cards, you may meld them to the <u>table</u>. You do this by positioning the mouse pointer over any uncovered part of the table and clicking the LEFT mouse button. (If the lower part of the table is filled with melds, click on the uncovered area to the right of the discard pile.)

If the meld is valid, the cards will then be moved from your hand to the table.

Alternatively, if the combination of highlighted cards does not represent a valid meld, you will receive an <u>error message</u>, and the cards will remain in place.

Adding To An Existing Meld

First you must identify the card, or cards, which are to be added to the meld.

To select a card: Position the mouse pointer over the card and click the LEFT mouse button.   The card will now be highlighted.

To deselect a card: Position the mouse pointer over the highlighted card and click the LEFT mouse button. The card is no longer highlighted.   Note that you cannot deselect a card which is highlighted as a result of having been taken from the discard pile.   Such a card must be melded immediately.

To add the highlighted card(s) to a meld on the table, position the mouse pointer over any card in the existing meld and click the LEFT mouse button.

If the highlighted card(s) can be melded with those on the table, the card(s) will then be added to the meld on the table.

Alternatively, if the card(s) highlighted cannot be melded with those on the table, you will receive an error message, and the card(s) will remain in place.

Discarding From Your Hand

You end your turn by discarding any one of the cards in your hand.

To discard a card from your hand, position the mouse pointer over the card and click the RIGHT mouse button. The card is then removed from your hand and added to the discard pile.

If the AutoMouse option is in effect, the mouse pointer will move automatically to the stock.

Note that you cannot discard while cards are highlighted.   You must deselect any highlighted cards before discarding.

About The Opponent

The opponent plays automatically after you have discarded, or when it is the opponent's turn to start a round.

The opponent skill level may be set at any of six levels from the "Skill Level" option under the "Opponent" menu.

When the opponent takes the top card of the discard pile, it will briefly highlight it.   If desired, this feature can be turned off via the "No Highlighting" option under the "Opponent" menu.

The opponent also pauses briefly (about two fifths of a second) after taking a card, making a meld (knocking), and discarding,   so that the actions of its turn can be clearly viewed.   If desired this delay can be suppressed via the "Quick Display" option under the "Opponent" menu.

Scoring

Points are scored as the difference between the underlined deadwood (i.e., not melded to the table) held by each player at the end of each round.   The points distribution is:

- 1 Point : an ACE
- Face Value : a TWO through NINE
- 10 Points : a TEN, JACK, QUEEN or KING

At the end of a round, the differences between the deadwood values are scored to the winner of the round.   If a player knocks with a Gin (no deadwood remaining) they are the winner.   Otherwise, if the other player undercuts the knocker by having less deadwood, that player wins the round.   Otherwise, the player with the least deadwood is the winner.

25 bonus points are awarded to a player scoring a Gin.   25 bonus points are awarded to a person scoring an undercut.   These bonus values, and the game bonuses discussed below, may be customized via the "Points Values" option under the Rules menu.   Also available under the Rules menu is the option to allow "11 Card Gins" whereby the eleventh card may be melded instead of discarded.   In this case, the Gin bonus is doubled.

Successive rounds are played until one of the players wins the game with 100 points.   At the end of the game the points for each round (called box points) for each player are added together.   A 100 point game bonus is also awarded to the player with the higher total. If the losing player failed to win any rounds, a shutout bonus equal to the points total plus the game bonus is awarded to the winning player.   Box bonuses of 25 points per round won are also awarded to each player.

There is a variation to the scoring convention whereby the box bonuses are also included in the shutout bonus. If you wish to score under this variation, it is selectable via the "Points Values" options.

The grand totals of points won and bonus points are recorded as the result of the game.

Menus

The following drop-down menus are available:

- **[Game](#)**
- **[Configuration](#)**
- **[Player](#)**
- **[Opponent](#)**
- **[Assistant](#)**
- **[Rules](#)**
- **[Scoreboards](#)**
- **[Help](#)**

Game Menu

The following selections are available under the <u>Game</u> Menu:

[AutoResume](#)
[Restart Round](#)
[Redeal Game](#)
[Exit](#)

AutoResume

The AutoResume feature controls how <u>Gin Rummy</u> starts up when there are multiple scoreboards defined.

If AutoResume is checked, Gin Rummy will remember which <u>player</u> was playing when it exits, and will automatically start up for that player when Gin Rummy is next run.

If AutoResume is not checked, Gin Rummy will not remember which player is playing and, if multiple players are defined, will present the "Select Player" window when Gin Rummy is next run.

If only one player is defined, AutoResume has no effect on how Gin Rummy starts up.   It will start up for that player.

If the remembered player's <u>scoreboard</u> file is deleted between sessions, thus effectively undefining the player, Gin Rummy will present the "Select Player" window when next started.

The AutoResume option status is not saved as part of 'Save <u>Options</u>".   Gin Rummy automatically starts up with AutoResume set as it was when the previous Gin Rummy session exited.

Restart Round

Click to restart the current round. Gin Rummy will abandon the current round and restart it from the beginning, without shuffling the cards..

Redeal Game

Click to start a new game. Gin Rummy will abandon the current game, reset all counters and scores, and shuffle the cards.

This action restarts only the current game.   Thus, if you are currently on game 3, the play will restart at round 1 of game 3.

If you are using Hollywood scoring, the play will restart from the beginning of the set of sub-games.

Exit

Terminates the session and exits from Gin Rummy.

Before exiting, Gin Rummy asks if you want to save the updated scoreboard for the current player, if it has changed since it was last saved.

If you respond "Yes", Gin Rummy will save the scores of all previous games and the scores of the rounds of the current game (if not yet completed) for the current player. When this player next plays Gin Rummy, this information will be restored automatically and play will proceed with the same game number and round number.

If you respond "No", the information will not be stored and when the current player next plays Gin Rummy, the situation will be as it was previously.

If, when you next play Gin Rummy, you start part way through an unfinished game (e.g., round four) and you wish to restart from round one of the game, use the "Start New Game" option.

Note that Gin Rummy only saves the scores of games and rounds completed. It does not save the card distribution if you exit Gin Rummy partway through a round.

Configuration Menu

The configuration menu comprises selections that are mostly either checked or unchecked.   When the menu drops down, a checked item will have a check mark by it. To select an option, click on it so that the check mark is showing.   To deselect an option, click on it so that the check mark is not showing.

The following selections are available under the Configuration Menu:

AutoMouse - Cards
AutoMouse - Dialogs
Card Design
True Corners
3D Effects
Colors
Resolution
Sounds
Sort By Suit
Stagger Player Hand
No Start Reminders
No Status Messages
New Game Deal Cut
Display Turn Count
Save Configuration

AutoMouse - Cards

When checked, the mouse pointer automatically moves: (i) to your <u>hand</u> when you take a new card from the <u>stock</u> or you take the last card from the <u>discard pile</u>, and (ii) back to the stock when you discard.   It also moves to the stock after each new deal.

This facility reduces mouse movement and potential carpal tunnel strain for avid players of <u>Gin Rummy</u>.

AutoMouse - Dialogs

When checked, the mouse pointer automatically moves to any message or information windows which are displayed and, if "AutoMouse - Cards" is also selected, back to the player's hand or the stock (depending where it was previously) after the window is dismissed.

This facility is intended to be used as an addition to "Automouse - Cards" to further reduce mouse movement and potential carpal tunnel strain for avid players of Gin Rummy.

Note:

Some mouse drivers and add-in utilities also perform this function on some user's systems, which is why this is a separately selectable option within Gin Rummy.

Card Design

There are six standard card back designs available.   To change the design, select this <u>menu option</u> and click on the required card back from those displayed.

If you wish to, you can design your own card backs as alternatives to the standard cards.   In this case, the card design choice window will include a "Custom/Standard" button to switch between the six standard designs and up to six custom designs.

If you have previously saved your configuration with a custom card back which is no longer present on disk, <u>Gin Rummy</u> will default to the first of the standard designs.

See also:
Designing Custom Card Backs

Designing Custom Card Backs

Gin Rummy does not provide graphic design capabilities, so it is assumed that you are able to scan, copy, or design the image file(s) you require using other tools.

The size of a card image is 71 by 96 pixels.   If your design is larger, Gin Rummy will take the card back from the upper left part of your design.

You do not need to add the card frame (single pixel black line around the edge) or trim the corners. Gin Rummy will do this automatically when it loads the card back image file, which will override your efforts anyway.

Card back designs should be stored in Windows Meta File (WMF) format.   If a card back is saved in bitmap (BMP) format it will likely display blank at higher color resolutions and may cause system instability.   If you already have or develop your designs in bitmap format, convert them to WMF format using an image converter program (such as Image Convert from MTE industries, available as shareware) or a graphics program (such as Paint Shop Pro from JASC, Inc. - also available as shareware).

Card back designs must be stored in the same directory as Gin Rummy as file names rumback1.wmf to rumback6.wmf.   You don't need to have all six, Gin Rummy will retrieve as many as it finds when displaying choices in the Card Design selection window.

See Also:
        Card Design

True Corners

When selected, <u>Gin Rummy</u> will display cards with rounded corners, removing the small gray corner flash.

When unselected, the default, Gin Rummy will display card images as rectangles which include the corner flash.   This method displays the cards much faster on slower systems.

While often not noticeable, the corner flash is more visible with dark custom card back designs and certain choices of background color.

Note:

When this option is selected, Gin Rummy uses more complex card display methods which will slow down the display of cards on slower systems, or those with slower graphics adaptors.

With faster systems and graphics adaptors, the difference in display speed is not noticeable and provides a much more realistic card image.

3D Effects

Select this menu item to enable or disable the <u>3-Dimensional</u> look to the user interface.   The 3-Dimensional look is becoming increasingly fashionable among Windows applications.   However, <u>Gin Rummy</u> permits you to use the more traditional 2-Dimensional look if you prefer this.

Changes to 3D effects do not take place immediately.   You must exit and restart Gin Rummy to see the changes.   Note that the specified suppression of 3D effects is registered in the file vbctl3d.ini in your windows directory.   If this file is deleted or damaged, Gin Rummy will default back to 3D effects until this <u>menu option</u> is reset.

By default,   3D effects are enabled.   In this state all menus, pop-up windows and forms, dialog messages, etc., are displayed using gray backgrounds and three-dimensional highlighting.   To suppress 3-D effects, uncheck the "3D Enabled" sub-menu entry.

When 3-D effects are enabled, 3-D menus can be separately enabled or disabled.   To disable 3-D menus, uncheck the sub-menu entry "3D Menus Enabled".   When 3-D menus are disabled, menus appear with the colors you have defined for all your other Windows applications.   When 3-D menus are enabled, a gray background and 3-D separators are applied to Gin Rummy menus.

Note:

The 3D effects used by Gin Rummy are provided by a capability called VBCtl3D. If you have other applications on your system which also use VBCtl3D, such as Rummy 500, be aware that enabling or disabling 3D effects in Gin Rummy will similarly affect these other applications, and vice-versa.   Note that unless a 3D application displays gray 3D menus by default, it does not use VBCtl3d and this note doesn't apply.

Colors

The colors sub-menu allows you to change the colors used by Gin Rummy as
follows:

- Main - The outer part of the display.   Default is blue-green.

- Table - The center table area.   Default is ochre.

- Label Text -   The labels (e.g., "Cards In Hand").   Default is yellow.

- Counter Text - The numeric counters under the labels.   Default is black.
- Counter Background - The background of the above.   Default is cream.

- Error Message Text - The text of error messages.   Default is black.
- Error Message Background - The background of the above.   Default is red.

- Scoreboard Wins - the scoreboard text color of games won.   Default is blue.
- Scoreboard Losses - the scoreboard text color of games lost.   Default is red.

- Factory Defaults - Resets all colors to the Gin Rummy default values encoded into the program.
- Local Defaults - Resets all colors to the values saved for the "Default" player

Note
If you define custom colors in the color selection window, these will be stored in the GINRUMMY.INI file so
that you can use the same colors within Gin Rummy at any time in the future.

VGA/SVGA Resolution

This option does not appear in the menu if your monitor is set to VGA resolution (i.e., 600x480).

At higher screen resolutions, <u>Gin Rummy</u> will default to SVGA (800x600) resolution unless you have saved <u>options</u> with VGA selected.   The SVGA default takes advantage of having more room to lay out the cards.   At the higher monitor resolutions, you have the option to switch between VGA resolution and SVGA resolution.

Resolution switching is permitted after you have taken a new card from the deck and before you have <u>melded</u> or <u>discarded</u>.   Otherwise, this <u>menu option</u> will be dimmed.

Sounds

Select this menu option to invoke the sound options window.

Gin Rummy permits the optional association of a wav file with each of the following six events:

- Start Up
- Knocking
- Winning A Round
- Losing A Round
- Winning A Game
- Losing A Game
- Exit

Gin Rummy does not check that you have a sound board or the speak.exe driver installed.   The speak.exe driver is a freely available Microsoft product which uses your PC speaker to play (low quality) sound.   If you do not have either of these sound capabilities installed, no error message will appear but any sounds you specify won't be heard.

The sound options window is configured in the following three sections:

Enable Effects
The check box at the top of the window acts as the master switch.   It must be checked for sounds to be played and can be unchecked to temporarily suppress sounds.

Sound Files Currently Defined
Select one of the six buttons corresponding to the events which can have a sound associated.   The name of the currently assigned file name will be displayed.   (If there is no associated sound file, [none] will be displayed.) To test the sound, press "Play".   To break the association between the file and the event, press "Cancel".

To assign a sound file, or a new sound file, with an event, use the lower part of the sound options window (see below).

Select Different File
First, ensure that the required event is selected in the above section.

Use the directory selector, and the drive selector above it, to select the directory in which the required wav file is located.   A list of all wav files in the directory will be displayed in the file list to the left of the directory selector.   Click on the required filename and use the "Select" Button to assign it to the required event.   To test the sound, use the "Test" button.

Don't forget to select "Save Configuration" to make your changes permanent for future sessions.

Sort By Suit

When checked, the sort criterion is set such that cards will be sorted by rank within suit.   For example, all hearts will be grouped together.

When unchecked, cards are sorted by suit within rank.   For example, all kings are grouped together.

All sorting is performed in the order: Clubs, Diamonds, Spades, Hearts.   This improves differentiation of the suits by color.

A shortcut to this action is to click the sort symbol (suits or numbers) in the status bar.

Stagger Player Hand

When selected, the cards in the player's <u>hand</u> will be displayed such that the suits are vertically offset from each other.   This makes it easier for some players to scan their hand for runs of cards in the same suit.

When unselected, the player's cards are displayed in alignment.

A shortcut to this action is to click on the alignment symbol in the <u>status bar</u>.

Note that display update operations (such as highlighting and removing cards) for a staggered hand may be noticeably slower than for the aligned method on some systems.

No Start Reminders

When selected, the reminders of who starts next (player or opponent) are suppressed.

When unselected, the default, a reminder of who starts next is displayed at the start of each <u>round</u>.

No Status Messages

When checked, status messages are not displayed in the <u>status bar</u> during play.   Error messages will continue to be displayed as appropriate.

When unchecked, the status messages indicating the state of play will be displayed.   This is the default.

New Game Deal Cut

When selected, the players will cut for deal at the start of each new <u>game</u>, and non-dealer will lead on the first <u>turn</u>.

When unselected, the default, the cards are cut only at the start of the first game.   For subsequent games the deal and lead are determined by the winner of the previous game.

The deal cut window permits you to cut any card between the first and fifty-first in the deck.   Move the scroll bar to select the cut.   The <u>opponent</u> will cut the remaining cards in half.

Display Turn Count

When selected, a display counter of the number of the current turn (within the current round) is displayed under the game and round counters in the upper left part of the Gin Rummy window.

When unselected, the default, only the game and round counters are displayed.

Save Configuration

This action copies a permanent record of the current settings under the Configuration menu to the computer's hard disk.

Each time that Gin Rummy is started, or players are changed, the configuration settings for the incoming player are restored automatically.   If the player has not previously saved their personal configuration, the default configuration will be used.

Save Configuration is effected in one of the following manners:

Single Player

If there is only one player defined, the current configuration settings are saved to hard disk as the custom configuration under the player's name.   Initially, Gin Rummy is configured with one player named "Default".

Multiple Players

If there are two or more players defined and the current player name is not "Default", a sub menu will appear asking whether the current configuration settings are to be saved specifically for the current player, or whether they are to become the new local default.

To change the default configuration, establish yourself as the player named "Default", make the required changes, and "Save Configuration".

See Also:

> **Save Opponent**
> **Save Rules**

Save Opponent

This action copies a permanent record of the current settings under the <u>Opponent</u> menu to the computer's hard disk.

Each time that <u>Gin Rummy</u> is started, or players are changed, the opponent settings for the incoming <u>player</u> are restored automatically.   If the player has not previously saved their personal <u>options</u>, the default options will be used.

Save Opponent is effected in one of the following manners:

Single Player

If there is only one player defined, the current opponent settings are saved to hard disk as the custom options under the player's name.   Initially, Gin Rummy is configured with one player named "Default".

Multiple Players

If there are two or more players defined and the current player name is not "Default", a sub menu will appear asking whether the current opponent settings are to be saved specifically for the current player, or whether they are to become the new local <u>defaults</u>.

To change the default opponent settings, establish yourself as the player named "Default", make the required changes, and "Save Opponent".

See Also:

> **Save Configuration**
> **Save Rules**

Save Rules

This action copies a permanent record of the current settings under the Rules menu to the computer's hard disk.

Each time that Gin Rummy is started, or players are changed, the rules settings for the incoming player are restored automatically.   If the player has not previously saved their personal options, the default options will be used.

The exception to this is that if the player previously saved an unfinished scoresheet under Hollywood Scoring rules and the rules settings for that player do not specify Hollywood Scoring, then Gin Rummy will ask if you wish to continue the game under Hollywood Scoring.   If you decline, the Hollywood scoresheet will be erased and normal scoring will be in effect.

Save Rules is effected in one of the following manners:

Single Player
If there is only one player defined, the current rule settings are saved to hard disk as the custom options under the player's name.   Initially, Gin Rummy is configured with one player named "Default".

Multiple Players
If there are two or more players defined and the current player name is not "Default", a sub menu will appear asking whether the current rules are to be saved specifically for the current player, or whether they are to become the new local defaults.

To change the default rules, establish yourself as the player named "Default", make the required changes, and "Save Rules".

See Also:

Save Configuration
Save Opponent

Player Menu

The following selections are available under the <u>Player</u> Menu:

[AutoPlayer](#)
[Add New Player](#)
[Remove Player](#)
[Change Players](#)
[Undo](#)

AutoPlayer

The AutoPlayer is a capability used during the development and enhancement of the Gin Rummy skill levels. AutoPlayer puts Gin Rummy into a fully automatic mode whereby both the opponent's and the player's hands are played alternately by the computer.

AutoPlayer has now been included as an option into Gin Rummy because it is a valuable learning facility for new users who wish to watch the game being played before playing it themselves.

When the AutoPlayer option is selected, you may be asked if the updated scoreboard for the current player is to be saved.   Respond "yes" if you wish to recover to the current state after AutoPlayer has finished, otherwise recovery will be to the point that the scoreboard for the current player was last saved.

You will be asked to define which of the skill levels is to be used by the player.   You may cancel at this point by pressing "Cancel".   Note that the opponent will play at the skill level in operation when AutoPlayer is selected.   Therefore you should change this before selecting AutoPlayer if and as necessary.

Once the player skill level has been selected and you have selected "OK", just sit back and enjoy the view. When you have seen enough, press the "Stop" button to the left of the table.

When it is stopped, AutoPlayer will display the scoreboard for the AutoPlay session.   If the first game was not completed, this will be a scoreboard of the rounds played in the first game, otherwise it will be a scoreboard of the games played.

After the scoreboard is dismissed, Gin Rummy returns to the previous player's game.

Add New Player

Gin Rummy permits the definition of up to 12 players.   Scoreboards and personal options are maintained separately for each player.

When you first use Gin Rummy, the only player is "Default".   Use the "Add Player" menu option to add more players.   Each time you use this menu option, you will be asked to specify one new player's name.

Enter players' names as 1-8 letters and numbers.   Spaces, punctuation marks, and special characters are not permitted.   Valid examples are: Jane, Charles, Dave2.   Irrespective of how you specify upper and lower case, Gin Rummy will always display the player names in lower case with the first letter capitalized.

If you attempt to add a new player when twelve players already exist, you will receive an error message.

Remove Player

Select this option to remove a player from your system.   After clicking on this option, select the required player name from the button pad.   You will be asked to confirm that the player is to be removed, after which the scoreboard file and the saved options for the player will be permanently deleted from your system.

Note that if you remove the player named "Default", only the scoreboard is removed.   This is because the corresponding saved options are used as the defaults for players who do not have personal options saved.

Change Players

Select this <u>menu option</u> to change to another <u>player</u>.   If only one player is defined, this menu option will not appear, and you will need to add a new player first.

When changing players, you will first be asked if the <u>scoreboard</u> for the outgoing player is to be saved, if it has changed since it was last saved.   Then the incoming player's saved <u>options</u> and scoreboard status will then be restored.   If the incoming player does not have personal options saved, the stored <u>defaults</u> will be used.

You can also change players by clicking on the current player name in the <u>status bar</u>.

Undo

Select this option to undo your current turn and start it again.

This option is only enabled during your turn.   You cannot undo the opponent's turn, nor your previous turns. You cannot return a seen card to the stock.   Once you have discarded, you cannot turn back.   Thus, the undo feature only permits what a reasonable human opponent would permit.

If you started your turn by taking a new card from the stock, that card will not be returned to the stock (because you have already seen it).   In this case, undo is only available if you are knocking and wish to undo the melds you have played to the table. You will restart your turn from immediately after you took the card.

If you started your turn by taking from the discard pile, that card, or those cards, will be returned to the discard pile and you will restart your turn by taking a new card from the stock, or selecting from the discard pile.

If you have highlighted cards in your hand, the undo option will deselect them - even if there is nothing else to undo.

A shortcut alternative to selecting this option is to click on the undo symbol in the status bar..

Opponent Menu

The following selections are available under the <u>Opponent</u> Menu:

No Highlighting
Show Cards
Show Final Discard
Skill Level
Quick Display
Save Opponent

No Highlighting

When checked, suppresses the highlighting of cards during the opponent's <u>turn</u>.

When unchecked, the <u>opponent</u> will highlight the card on the <u>discard pile</u> when it elects to take it instead of a new card from the <u>stock</u>.

Show Cards

When checked, shows the opponent's cards face up.   This facility was required when Gin Rummy was being developed and tested.   It remains part of the finished application so that you can determine for yourself whether there is any truth in the assertion that most people will occasionally cheat when nobody is watching them.

If you just want to see the final opponent discard at the end of each round, use the "Show Final Discard" option.

Show Final Discard

When checked, the card <u>discarded</u> by the <u>opponent</u> when <u>knocking</u> will be turned face up.

When not checked, the card discarded by the opponent when knocking will be turned face down.   This is the default.

Skill Level

The following skill levels are available, in ascending order of difficulty:

Carefree
Novice
Standard
Expert
Champion
Master

Note that there is a large degree of chance in <u>Gin Rummy</u> based upon what cards are dealt to each <u>player</u>. Therefore you will frequently win rounds (and often games) against a more skilled <u>opponent</u>.   The real challenge is to win the majority of a <u>series</u> of games.

Scoreboard Records

When rounds and games are recorded on the <u>scoreboard</u>, the <u>skill level</u> of the opponent is also saved.   If the opponent <u>skill level</u> is changed during a <u>round</u> or <u>game</u>, then the <u>skill level</u> recorded is the highest that was used during the round or game.   The <u>skill level</u> is noted when the player makes the first discard of a round, irrespective of who started the round, and is updated (if necessary) when subsequent discards are made. Therefore, be sure to change the desired <u>skill level</u> for a game before your first discard.

Relative Performances

The average scores from a number of 100 game test series for each combination of skill levels are shown below.   These results should be taken as an approximate guide only.

- Standard vs. Novice: 75 - 25   (Standard scored 97% more points)
- Expert vs. Standard: 65 - 35   (Expert scored 55% more points)
- Champion vs. Expert: 55 - 45   (Champion scored 13% more points)
- Master vs. Champion: 57 - 43   (Master scored 20% more points)

Carefree never wins because it never melds.   It is therefore not included in the above.

Carefree Skill Level

The <u>opponent</u> always picks up a new card from the <u>stock</u>, and immediately discards at random.   The opponent never knocks, and never wins a <u>game</u>.   This setting is useful when you are learning the game and wish to play out your own <u>hand</u> completely.

Novice Skill Level

The opponent will sometimes consider whether to pick up the last discard, but will usually take a new card from the stock.   The opponent will knock when it is able, and discards based on an analysis of the most recent 65% of the discard pile.

Standard Skill Level

The opponent will consider whether to take the last discard or take a new card from the stock.

The opponent will play melds, and discards intelligently based on an analysis of the cards in the most recent 65% of the discard pile.

Expert Skill Level

The opponent plays similarly to the "standard" opponent, except that the last 75% of the cards in the discard pile will be considered in the discard decision.

When in "expert" mode, the opponent will make two passes of its meld analysis of its cards - the first considering runs before same-kind melds, and the second vice-versa, to determine the better potential.

Champion Skill Level

Champion mode is an extension to Expert mode, and includes features which are intended to make the <u>opponent</u> just a little more clever.

The primary difference between Champion and the other skill levels (except Master), is that all the cards in the <u>discard pile</u> will be considered in the discard decision.

Also, the opponent will start to unload unmeldable high cards from its <u>hand</u> as a <u>round</u> progresses.

Note: You might find Champion mode easier to beat than Expert mode, depending upon your particular style of play.

Master Skill Level

Master skill level is the hardest to win against.   It is similar to the Champion skill level, but with an enhanced discard algorithm.

Quick Display

When checked, <u>Gin Rummy</u> does not pause when the <u>opponent</u> is playing.

When not checked, the default, there will be a 400 millisecond pause after the opponent has taken a card or has <u>melded</u> cards to the <u>table</u>.   This is to allow you to more clearly see the opponent's actions, particularly on faster processors.

Assistant Menu

The following selections are available under the Assistant Menu:

Explain
Suggest
Peek At Discards
Swap Cards

Assistant - Explain

When this menu entry is selected, the "Assist!" window will appear.

The "Assist!" window is context sensitive and will describe your alternatives at the current state of play.

When you have read the assistance, just continue playing.   The window will disappear as soon as you click the mouse anywhere on the screen, except in the "Assist!" window's title bar.   You may move the "Assist!" window by dragging its title bar.

Assistant - Suggest

When this menu entry is selected, <u>Gin Rummy</u> will examine your <u>hand</u> and provide a hint suggesting a reasonable action for you to take. (Gin Rummy does not compromise its integrity by taking advantage of this knowledge when determining subsequent turns for the <u>opponent</u>.)

When it is your <u>turn</u> to take a card, the suggestion will be to either take a card from the <u>stock</u>, or take the card from the <u>discard pile</u>.

After you have taken a card, the suggestion will be either to <u>knock</u> or to discard a particular card.

Gin Rummy employs the same logic for providing the suggestion as it does for playing the opponent's hand. The <u>skill level</u> employed is above "Average" but slightly below "Expert". (After all, why would Gin Rummy give you a hint which might help it lose the <u>game</u>!)

A shortcut to this action is to click on the light bulb symbol in the <u>status bar</u>.

Assistant - Peek At Discards

When this menu entry is selected, <u>Gin Rummy</u> will fan out and display all the cards in the <u>discard pile</u>.   After you have perused them, Gin Rummy will return them such that only the last discard is visible.

This practice is not strictly playing by the rules.   However, some authorities do agree that by mutual consent players may together look over the discard pile.

This is moot from the opponent's perspective who, of course, always remembers what has been <u>discarded</u>!

Swap Cards

Select this option if you wish to swap cards with the <u>Opponent</u>.   <u>Gin Rummy</u> will then swap the cards currently in the player's <u>hand</u> with those in the opponent's hand.

The purpose of the option is as a learning tool.   It is not intended to be used to distort your true scoring ability relative to your peers, as might be reported by the League <u>Table</u> and the Hall Of Fame.

Rules Menu

The default rules of Gin are those documented for the standard <u>game</u> in "Hoyle's Rules Of Games", and elsewhere.   Commonly documented variations to these rules, as listed below, may be selected as you wish.

11 Card Gins
No Layoff On Gin
No Start Choice
Oklahoma Gin
Hollywood Scoring
Series Scoring
Points Values
Save Rules

11 Card Gins

When selected either <u>player</u> may lay down eleven cards for a Gin and score double the normal Gin bonus.   In this case there is no discard.

When not selected only ten cards may be played as a Gin, and the remaining card must be <u>discarded</u>.   This is the default.

No Layoff On Gin

When selected, a <u>player</u> may not add cards to the Knocker's melds when laying off <u>deadwood</u>.   The only cards that may be laid off are those that form melds within themselves.

When unselected, the default, a player may add cards to the Knocker's melds in order to reduce their deadwood.

No Start Choice

When selected, the offer of the top discard is not made when starting a <u>round</u>.   That is, the <u>player</u> starting the round has free choice of taking the discard or taking a new card from the <u>stock</u>.

When not selected, each round starts with the other player being offered the discard, and the first <u>turn</u>, if the starting player decides not to take it for themself.   If the other player declines the offer, the starting player then starts by taking a new card from the stock.   This is the default.

Oklahoma Gin

When selected, the rules of <u>Oklahoma</u> Gin apply.   When not selected, the default rules apply.

Oklahoma Gin is a common variation of <u>Gin Rummy</u>, the differences from the default <u>game</u> being that the minimum points required to <u>knock</u> are defined by the card dealt to the <u>discard pile</u> at the beginning of the <u>round</u>.   Therefore if the first discard is the Five of Diamonds, then no more than five points may remain in your <u>hand</u> as <u>deadwood</u> in order for you to successfully knock.   By normal convention, if an Ace is the card dealt to the discard pile, then a Gin is required (rather than a minimum of one deadwood point).

Additionally, if the first card dealt to the discard pile is a Spade, then the points won at the end of the round will be doubled.

Two variations to the rules of Oklahoma Gin are selectable from the "Points Values" <u>menu option</u>:

- The minimum knock requirement for an Ace is one point, instead of a Gin.
- There is no points doubling for a Spade.

Hollywood Scoring

When selected, <u>Hollywood</u> Gin scoring is enabled and a caption noting this is shown in the upper right part of the display.

When unselected, the default, normal scoring is enabled.

Under Hollywood scoring, three games (or sub-games) are played simultaneously and three corresponding columns of scores are maintained .   The first score for a <u>player</u> in sub-<u>game</u> 1 is entered in the first column, their second score is entered in columns one and two, and their third and subsequent scores in the first sub-game are recorded in all three columns.

When the first sub-game ends (when one of the players has reached 100 points), its column is tallied and play continues in the second sub-game.

During the second sub-game, each player's scores will   be recorded in both the second and third columns. However, if a player didn't score anything in column one, their first score in column two is not repeated in column three.

At the end of the <u>series</u> of three sub-games, the columns for each player are totaled and the player with the higher total scores the difference in totals as the score for that game.

When Hollywood scoring is in effect, the game counter in the upper left part of the screen displays both the game and the sub-game number (as, for example, 5.2 which indicates that the second sub-game of game five is currently   being played).

If you start <u>Gin Rummy</u> and it finds that your current <u>scoreboard</u> was previously saved partway through a Hollywood scoring game, but your rule option setting is not set for Hollywood Scoring, Gin Rummy will ask if you want to override the rule option setting and continue the saved game.

The "Hollywood Scoring" <u>menu option</u> is only enabled during the first sub-game of a series.   Both it and the "Series Scoring" option are disabled after the first sub-game.

Series Scoring

When selected, "series scoring" is enabled and a caption noting this is shown in the upper right part of the display.

When unselected, the default, normal scoring is enabled.

This option is provided for players who find that single games are too short, or too subject to chance, and prefer to play and record the result of a series of games as a single game.   It is similar to Hollywood scoring, except that the sub-games are completely separate.

Under series scoring, a series of three games (or sub-games) are played and three corresponding columns of scores are maintained .

When the first sub-game ends (when one of the players has reached 100 points), its column is tallied and play continues in the second sub-game.

At the end of the series of three sub-games, the columns for each player are totaled and each player scores their three-game total as the score for that game.

When series scoring is in effect, the game counter in the upper left part of the screen displays both the game and the sub-game number (as, for example, 5.2 which indicates that the second sub-game of game five is currently   being played).

If you start Gin Rummy and it finds that your current scoreboard was previously saved partway through a series scoring game, but your rule option setting is not set for Series Scoring, Gin Rummy will ask if you want to override the rule option setting and continue the saved game.

The "Series Scoring" menu option is only enabled during the first sub-game of a series.   Both it and the "Hollywood Scoring" option are disabled after the first sub-game.

Points Values

When this <u>menu option</u> is selected, a window is displayed which shows the points value required to complete a <u>game</u> and the bonus values of the various scoring methods.   Each of these may be changed to create your own custom scoring method.

From this window, you can also customize <u>Oklahoma</u> Gin in two ways.   First, by defining whether an Ace as the first discard is to be interpreted as meaning that a Gin is required to <u>knock</u>, or whether a maximum of one point of <u>deadwood</u> is required to knock.   Second by defining whether a spade as the first discard is to double the round's points.

The window also allows you to define whether the box bonuses for a game are to be included in calculating the <u>shutout</u> bonus for a <u>player</u> who won every <u>round</u> of a game.

The "Reset" button will reset all values to their default values.   These values comply with the most commonly documented scoring method.

If you have made changes, but wish to abandon them, press the "Cancel" button.   Otherwise, press "OK" to continue playing with the changes you have made.   Note that you must use the "Save Rules" option under the "Rules" menu to record your changes so that they will be effective for your future sessions of <u>Gin Rummy</u>.

The "Points Values" menu option is enabled only during the first round of a game.   It is disabled once the recording of scores for a game has started.

See also:

Scoring

Scoreboards Menu

The following selections are available under the Scoreboard Menu:

Hollywood Scoresheet
Series Scoresheet
This Game
Game History
League Table
Hall Of Fame
Reset Scoreboard
Save Scoreboard

Hollywood Scoresheet

Only available as a menu option when Hollywood Scoring is in effect. Displays the current status of the three-column Hollywood scoresheet.

Series Scoresheet

Only available as a menu option when Series Scoring is in effect.   Displays the current status of the three-column Series scoresheet.

This Game

Displays the winner, and the scores of the <u>player</u> and the <u>opponent</u>, for each of the previous rounds of the current <u>game</u>.

The display includes the date and opponent <u>skill level</u> for each <u>round</u>.   If the player's <u>scoreboard</u> was started with an earlier version of <u>Gin Rummy</u> which did not record dates and skill levels, the scoreboard will be automatically converted to the new format.   For these records, the opponent will be displayed as "Unknown" and the date will be displayed as "1/1/94".

The text colors (blue for wins, red for losses) may be changed via the Configuration menu.

If <u>Hollywood</u> scoring is in effect, the display shows the scores for the current sub-game, with a brought-forward (B/F) line for any scores carried forward from the previous column to column two or three.

See also:
Skill Level

Game History

Displays the winner, and the scores of the <u>player</u> and the <u>opponent</u>, for all previous games played by the currently active player.

If <u>Hollywood</u> Scoring or <u>Series</u> Scoring is in effect, the three sub-games are not recorded in the <u>game</u> history - but when completed the result of the series is scored as a single game.   (Consult the Hollywood or Series Scoresheet to see the results of previous sub-games of the current series.)

The display includes the date and opponent <u>skill level</u> for each game.   If the player's <u>scoreboard</u> was started with an earlier version of <u>Gin Rummy</u> which did not record dates and skill levels, the scoreboard will be automatically converted to the new format.   For these records, the opponent will be displayed as "Unknown" and the date will be displayed as "1/1/94".

A selection pad permits the display of the game history against the opponent at a particular <u>skill level</u>. Another selection pad permits the display of the game history for Hollywood, Series, or Standard score games only.

The text colors (blue for wins, red for losses) may be changed via the Configuration menu.

See also:
Skill Level

League Table

Displays the following information for all players for whom a saved <u>scoreboard</u> file exists: Games Won, Games Lost, Points For, Points Against, Average (points for divided by games played)

Hall Of Fame

From examination of all saved scoreboards, displays statistics such as highest and lowest scores for and against, narrowest and widest winning margins, etc.

Reset Scoreboard

Select this option to reset your <u>game</u> <u>scoreboard</u> to zero.   The game counter will return to game number 1.

If you are partway through a game, the scores of the previous rounds are not cleared.   Thus you can make the current game the first of your new scoreboard.

The previously saved copy of your scoreboard is not erased by this action.   You must use the "Save Scoreboard" option to replace the previous scoreboard with the new one.

If you clear the scoreboard and decide you would have preferred not to have done so, exit <u>Gin Rummy</u> (or change players) and respond "No" when asked if the updated scoreboard is to be saved.

Save Scoreboard

Select this option to perform an immediate save of the current <u>scoreboard</u> status (games and rounds) for the current <u>player</u>.

This option is useful if you are enjoying an extended session of <u>Gin Rummy</u> and don't want to wait until you exit Gin Rummy, or change players, before your updated scoreboard status is safely saved to disk.

Help Menu

How To Use Help

Describes how to use the MicroSoft Windows help file capability.

Using This Menu

Displays this help window.

Main Contents

Displays the main Gin Rummy help window.

Screen Layout

Explains the screen layout of Gin Rummy.

Index

Displays the index to Gin Rummy help.

Glossary

Displays the glossary of Gin Rummy terms.

Search...

Displays the topic search window.

Order Form

Displays a form for you to enter your name and address and print the order form to register Gin Rummy

Enter Registration

Permits you to enter or re-enter your registration number.

While Gin Rummy is unregistered, the five-second shareware notice will appear before each game. Registering Gin Rummy both makes your copy legal and removes this notice.

Should the Gin Rummy options data on your hard disk ever become corrupted or is missing, Gin Rummy will return to the unregistered status.   In this case, you will need to re-enter your registration details.

About

Displays information about the version number and author, and the registration confirmation.

Note:

Like many other Windows programs, Gin Rummy supports the "F1" function key to provide context sensitive help.   You may press "F1" at any time to get help about the specific facility you are using.   For example, pressing "F1" when in the sound options window will display the help information for setting the sound options.

Shortcuts

You may click on the following parts of the <u>status bar</u> in order to achieve the associated actions:

Status Message

Click on the status message to display the "Assist!" window with more detail about the current alternatives.

Error Message

Click on an <u>error message</u> to clear it and see the underlying status message.

Light Bulb

Click on the light bulb to get a hint.   (Equivalent to "Suggest" under the "Assistant" menu.)

Undo

Click on the undo symbol to undo your current <u>turn</u> and start over.   Note that you cannot undo taking a new card from the <u>stock</u>.   (Equivalent to "Undo" under the "<u>Player</u>" menu.)

Card Alignment

Click on the card alignment symbol to switch between normal and staggered display of the player's <u>hand</u>. (Equivalent to the "Stagger Player Hand" option under the "Configuration" menu.)

Card Sort Order

Click on the sort order symbol to switch between rank sortation and suit sortation of the cards in the player's and opponent's hands.   (Equivalent to the "Sort By Suit" option under the "Configuration" menu.)

Player Name

Click on the player name to invoke the "Change Player" selection window.

Opponent Skill Level

Click on the <u>skill level</u> to invoke the "<u>Opponent</u> Skill" selection window.

Strategies

Taking A Card

As a general rule you should consider taking the card from the <u>discard pile</u> only if it completes a run or a set with two other cards in your <u>hand</u>, or if it would reduce your <u>deadwood</u> points so that you can <u>knock</u>. Otherwise, except in rare circumstances, it is better to take a fresh card from the <u>stock</u>.

Discarding

Discard the card which is least useful to your hand and to the <u>opponent</u>.   While you can't guarantee what cards are useful to your opponent, tracking what they have previously <u>discarded</u> will give you an indication.

For example, if you have the Nine, Ten and   Jack of Hearts and the opponent has previously discarded a king, there is a likelihood that the King of Hearts has no value to the opponent.   If two kings have previously been discarded, then the King of Hearts would have no value to the opponent and would be a completely safe discard.

As a <u>round</u> progresses, consider <u>discarding</u> your higher points in order to reduce your deadwood liability should the opponent knock first.   At the beginning of a round, you might consider retaining the higher points in the hope that the opponent will start to discard their higher points first.

Knocking

In general, knock as soon as you can.   If you wait, there is an increased probability that the opponent might knock first, or undercut your knock, or be able to lay off more cards at the end of the round.

However, if it is early in the round, and you believe that you are close to a Gin and the opponent isn't, then you might consider waiting.

How To ...

How to change the default settings

To change the default settings for Configuration, <u>Opponent</u> or Rules, merely select the "Save" option under the respective menu when the desired settings are in effect.   If you are playing as "<u>Player</u>: Default", the current settings will be saved as the new <u>defaults</u>, otherwise the menu will give you the choice between saving the settings for the current player, or as the new defaults.

How to save personal color and sound choices

All <u>options</u> changed via the "Configuration" menu are saved by the "Save Configuration" option.   Even though the color and sound settings are altered via their own setting forms, they are saved, and only saved, when "Save Configuration" is selected.

How to recover a reset scoreboard

Scoreboards are only permanently saved when you select "Save <u>Scoreboard</u>", or when you   respond "Yes" when exiting <u>Gin Rummy</u> or changing players.   If you have reset your scoreboard and would have preferred no to have done so, just exit Gin Rummy and respond "No" to the prompt "Save updated scoreboard...?" When you restart Gin Rummy your previous scoreboard will be active.

How to speed up the display

The Rummy 500 and Gin Rummy user interface was originally developed for use on Intel 386-based systems. Considerable effort went into making the display of cards as fast as   possible.   By factory default, Gin Rummy is set to use the configuration settings for these slower systems.

However, more modern systems are much faster and generally include graphics accelerators.   Therefore Rummy 500 and Gin Rummy include some advanced options that are only acceptable to many people when used on a faster system.   If you find Gin Rummy slow to display, check that the "Trim Corners" option is not selected, and don't use the "Stagger Player <u>Hand</u>" option more than you need to.   Both of these features are much more intensive of graphics processing.

Also, consider selecting the "Quick Display" option under the "Opponent" menu if the opponent is too slow for your liking.   This will remove the 0.4 second delay between the opponent's actions.   However, you might then find it too fast!

For The Technically Curious

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Technical Construction

Gin Rummy is programmed in Microsoft Visual Basic, Version 3.

Gin Rummy works from a bitmap of all the card images and makes extensive use of the Windows API Bitblt function.   Because of this, Gin Rummy is fast, but consumes approximately 1.4 Megabytes of RAM and 16% of the GDI resource stack.

Alternative methods of managing the user interface proved to be more processor intensive and less conducive to fluid play.   The trade-off was made for performance at the cost of resource consumption.

Gin Rummy was developed and tested on a   Pentium 60 system with 8MB of RAM.   It uses many of the GUI routines developed for Rummy 500, which was originally developed on a 20MHz 386SX system with 5MB of RAM.   Performance and fluidity of play was very satisfactory on this configuration.

Third Party Components

Although Gin Rummy does not use a dll for card drawing (for performance reasons), Stephen Murphy's excellent freeware "qcard.dll" was used to create the bitmap which Gin Rummy uses.   The card back designs included in qcard.dll were created by Daniel Di Bacco.   Acknowledgments are extended to each of them.

3-D effects are provided using "VBCtl3D" by Bernd Beekes and Jeff Simms.   This utility was selected for Gin Rummy as it provides an extremely full set of 3-D capabilities to Visual Basic programs.

The Gin Rummy help file was created using Firas Bushnaq's powerful "Visual Help".

VBCtl3D and Visual Help are shareware products licensed by the authors.

Saved Information

Information is saved between <u>Gin Rummy</u> sessions as follows:

Registration

If you are a registered user, your name and encoded registration are stored in the [Gin Rummy] section of GINRUMMY.INI (in your windows directory).

AutoResume

When AutoResume is active, the name of the last <u>player</u> is maintained in the [Gin Rummy] section of GINRUMMY.INI.   The status of AutoResume is not saved independently. On start up, AutoResume is deemed to be enabled or disabled depending upon whether the name of the last player was saved.   Thus AutoResume always recovers the state that it was when the previous session exited.

Custom Colors

When custom colors are defined in the color selection window, they are stored in the [Gin Rummy] section of GINRUMMY.INI.

Player Options

The <u>options</u> for each player are saved in a section of GINRUMMY.INI identified as pertaining to the player. For example, Jane's options will be saved in the section of GINRUMMY.INI named "[Jane]".   If a player has not saved personal options, the <u>defaults</u> stored in GINRUMMY.INI under "[Default]" are used.

Note that there are three groups of options: Configuration, <u>Opponent</u>, and Rules.   These are saved separately by the "Save..." option of the respective menus.

Player Scoreboards

Each player's <u>scoreboard</u> is saved in the Gin Rummy directory as xxxxxx.grs, where xxxxxx is the player's name.   Gin Rummy considers a player to be currently defined by whether a scoreboard file exists for the player, irrespective of whether options are saved for that player in GINRUMMY.INI.   An empty scoreboard file is created for a player when their name is added via the "Add Player" <u>menu option</u>.

If you wish to erase disastrous games from the scoreboard, you may edit your grs file with any text editor, such as Notepad.   Each line of the grs file represents the scores for one <u>game</u> (stored in the order played) until a line that contains "-1, -1,..." or "-2, -2,...".   The rest of the file contains the scores for each <u>round</u> of the currently stored game (if any) and the status of a partially completed <u>Hollywood</u> or <u>Series</u> scoreboard (if in effect).

It is strongly recommended that your do not edit the round scores or Hollywood scores of the grs file.   It is safer to specify "Redeal Game" (under the "Game" menu) when you next play Gin Rummy.

If you wish to erase all games from your scoreboard, use the "Reset Scoreboard" option of the "Scoreboards" menu.   Remember to save the new scoreboard, either immediately or when prompted at the end of your session, unless you want the previous scoreboard to prevail.

3D Effects

The three dimensional effects of Gin Rummy are provided by VBCtl3D, which is a third party component of Gin Rummy.   VBCtl3D looks at the content of a file called VBCTL3D.INI (in the windows directory) to determine whether 3D is to be suppressed and whether 3D menus are required.   Gin Rummy updates this file for you when you change the 3D Effects settings via the Options menu, but VBCtl3D only takes note of the content of VBCTL3D.INI when Gin Rummy starts.   This is why you must exit and restart Gin Rummy for the changes to take effect.

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Rummy 500

Rummy 500 was first released by MeggieSoft Games in 1994, and is the stablemate to Gin Rummy.

From the early days of the Rummy family, the derivatives developed along two distinct paths.   One path, which includes Gin Rummy and its variations, emphasizes "going out".   The other path, of which Five Hundred Rum (or Rummy 500) is a well-known example, emphasizes melding.

Therefore, whereas Gin Rummy is oriented towards who knocks first and who has the lesser amount of deadwood, Rummy 500 is oriented towards building the highest possible score from creating melds.

A round of Rummy 500 starts with each player being dealt thirteen cards.   As the round progresses, each player picks up and discards similarly to Gin Rummy, with the following differences:

- Any number of cards from the discard pile may be taken, provided the earliest discarded of them is melded immediately.   The remainder are added to the player's hand.
- Players may lay down melds, or add to each other's melds, at any time that it is their turn.   Melding scores points and reduces the liability of points in a player's hand, but gives the opponent a greater chance of scoring points from melding some of their cards.
- A round ends when one of the players has melded or discarded their last card, or when the stock is exhausted.   There is no lay-off of deadwood; what the other player holds when the round ends counts against them.
- The first player to score 500 points wins the game.

Rummy 500 uses the same basic Graphical User Interface (GUI) as Gin Rummy.   Thus the display and the use of the mouse is similar in both games.

Card Sort Order

Click on this symbol as a shortcut to changing the "Sort By Suit" option under the "Configuration Menu". When the cards are sorted by rank, the symbol represents the four suits.   When the cards are sorted by suit, the symbol shows numbers (representing rank order).

Card Stagger

Click on this symbol as a shortcut to changing the "Stagger <u>Player</u> <u>Hand</u>" option under the "Configuration" menu.   When the player's hand is normally aligned, the symbol is a staggered hand, and vice versa.

The Discard Pile

This is where each of the Player and Opponent discard a card at the end of their respective turn.

The Game Counters

These counters indicate the current <u>game</u> number, the current <u>round</u> number within the current game, and (optionally) the current <u>turn</u> within the current round.

Hollywood Scoring

This display indicates that <u>Hollywood</u> scoring is in effect.   You may click on this as a shortcut to displaying the Hollywood Scoresheet.

The Light Bulb

Click on the Light Bulb (indicating an idea) as a shortcut to the "Suggest" option of the "Assistant" menu in order to receive a hint.

Melds

Melded cards which have been played to the table by either player.

The Menu Bar

Click on one of the menu items on the left to see what choices you have.

Oklahoma Gin Display

This indicates that <u>Oklahoma</u> Gin rules are in effect.   The counter display indicates the minimum points required to <u>knock</u>.   If scores are to be doubled, because the first discard was a spade, this is indicated below the counter.

The Opponent's Hand

The cards currently in the Opponent's <u>hand</u>.

Current Opponent Skill

This part of the <u>status bar</u> shows the current <u>opponent</u> <u>skill level</u>. You may click on this as a short cut to changing skill levels.

The Player's Hand

The cards currently in the Player's <u>hand</u>.

Current Player Name

This part of the <u>status bar</u> indicates the name of the current <u>player</u>.   You may click on this as a shortcut to changing players.

The Points-In-Hand Counter

This counter displays the total points value of the cards in the Player's <u>hand</u>.

The Prior Round Totals Counters

These counters are only visible after   the first <u>round</u> of each <u>game</u>.   They show the total points earned in prior rounds of the current game by the <u>Player</u> and by the <u>Opponent</u>.

The Gin Rummy Logo and Game Display

The logo is displayed on start up and during <u>Game</u> 1.   Once Game 1 has been completed, the two logo displays are replaced by indicators of games won by the <u>Player</u> and the <u>Opponent</u> respectively.   If you click on the logo, the "Help | About" window is displayed.

The Status Display

This area shows the current state of play, prompting the Player what to do next.   Error messages are also displayed here.   Error messages will disappear as soon as play continues, or if you click on the message.   You may click on this as a shortcut to the "Explain" action under the "Assistant" Menu.

The Stock

The group of undealt cards, and the counter of how many remain.

The Table

The area where melds are played and cards are <u>discarded</u>.

Undo

Click on this symbol to undo your <u>turn</u>.   This is a shortcut to the "Undo" action under the "<u>Player</u>" menu.

3-dimensional

A particular style of visual user interface which displays sunken and raised effects using shades of gray, black, and white to provide shadows.

author

Gin Rummy © 1995   MeggieSoft Games

AutoMouse

The capabilities whereby the mouse pointer automatically moves between the deck and the player's hand as cards are taken and discarded and/or to and from messages and information windows.

deadwood

The unmeldable cards left in your hand after laying-off.   The points value of these cards will be included in the points tally - usually against you.

defaults

The saved option settings for a player named "Default". These are used if a player does not have their own saved default options. If the "Default" settings are not found on disk, Gin Rummy's factory defaults will be used. The default settings may be changed by changing the current player to "Default", setting the options, and saving them.

discard pile

The cards which the player and opponent have discarded from their respective hands.

discarded

Having moved a card from one's hand to the discard pile.

discarding

The act of moving a card from the player's hand on to the discard pile.   This concludes the player's turn.

error message

Error messages are displayed, with red highlighting, in the status bar.   An error message will disappear as soon as you play on, or if you click on it.

game

A series of rounds which is concluded when either the player or the opponent has scored more than the required number of points to complete a game. (100 points is the default for Gin Rummy.)

Gin Rummy

The world's first comprehensive shareware game of Gin Rummy for Microsoft Windows.

hand

The cards displayed above the top of the table (the opponent's hand) and below the bottom of the table (the player's hand).

highlighted

A card displayed in reverse-color (black as white, etc.) in order to signify that it has been selected in preparation for melding.

Hollywood

A method of scoring whereby three games (or sub-games) are scored in parallel.   The result of the series is recorded by Gin Rummy as one game.

knock

To lay down one's cards, thus signaling the end of the round.   The other player may then lay-off their meldable cards before points are tallied.

knocking

The action of laying down one's cards, thus signaling the end of the round.   The other player may then lay-off their meldable cards before points are tallied.

lay-off

To play meldable cards from your hand after the other player has knocked, in order to reduce the deadwood.

laying-off

Playing meldable cards from your hand after the other player has knocked, in order to reduce the deadwood.

meld

A set of matching cards played to the table.   A meld can be either a run of cards of the same suit, or three or four cards of the same rank (or value).   For example, the 8-9-10 of Hearts would a valid meld, as would three Jacks.

meldable

A set of cards in a player's hand which can be melded.

melded

Played to the table as part of an existing or new meld of three or more cards (either a run or of the same value).

melding

The act of moving cards from your hand to the table in order to form a meld.   A meld is a run of cards of the same suit or three or four cards of the same rank (or value).

menu option

One of the entries in one of the drop down menus.   Click on a menu entry to select it.

Oklahoma

A variation of Gin Rummy whereby the minimum points required to knock is determined by the value of the card dealt to the discard pile.

opponent

The opponent is the computer.

options

The custom selections which can be made by a player and stored as their personal defaults.

player

A person who has been defined by name to play against the opponent.   Only one player can participate at a time. Each player's personal options and scoreboards are stored independently from each other.   (Depending on the context the term "player" may also include the opponent.)

round

A series of turns (alternating between player and opponent) which is concluded when either the player or the opponent has knocked and the other played has laid-off their meldable cards

scoreboard

The record of a particular player's scores and the opponent's scores for games and rounds completed to date.

Series

A method of scoring whereby three games (or sub-games) are scored as a series, which is recorded by Gin Rummy as one game.

shutout
The situation when one player fails to score any points in a game.   Also known as skunk, schneider, or whitewash

skill level

"Carefree", "Novice", "Average", "Expert", "Champion", "Master"

status bar

The area along the bottom of the Gin Rummy window where status messages, error messages, and the current player name and opponent skill level are displayed.

stock

The undealt cards from which the player and the opponent take a new card to start their turn.

table

The area in the center of the display where the discard pile and melds are shown.

turn

The player's or opponent's turn is started by taking a card and concluded by discarding, knocking, or laying-off

wav file

A file of a particular format defined for storing sounds.   Gin Rummy can play sound files which are stored in wav file format.