All the cards won during a full 13 rounds of play.

The card back design can be chosen here.   They are in 256 colors.
The card back shows up whenever a face down (non visible) card is displayed.

The card counter keeps track of all unplayed cards.   The actual positions of the cards is unrevealed. This can be helpful for tough games.

The card counter displays all unplayed cards.
The cards are displayed in sorted order so the actual locations of the cards are unknown.
A grid is used with rank being displayed horizontally and suit vertically.
Card counter grid:

```
   A 2 3 4 5 6 7 8 910 J Q K
S|_|_|_|_|_|_|_|_|_|_|_|_|_|
H|_|_|_|_|_|_|_|_|_|_|_|_|_|
D|_|_|_|_|_|_|_|_|_|_|_|_|_|
C|_|_|_|_|_|_|_|_|_|_|_|_|_|
```

Discard piles receive any cards that players no longer need.
In most games, players can draw cards from this pile.
Usually only the top card is available for play.

Clicking the left mouse button on a pile and holding the button down while moving the mouse is called dragging.
This technique is used to move cards around from pile to pile.
The card can be dropped at any time by letting go of the left mouse button.

1. If one wishes, they can enable a rule that disallows hearts or the queen of spades to played on the first trick.
2. Hearts cannot be led until a heart has been discarded in a previous trick, or if hearts are the only choice.

Exit game allows the player to exit Funcrd once and for all.
Hopefully this does not happen until several hours of enjoyment have occured.

File menu.
The file menu handles all game selection, loading and saving.
Many of these actions can have verification prompts.

1. New Game.
2. Open Game.
3. Save Game.
4. Save As.
5. Restart Game.
6. Restart Hand.
7. Select Game.
8. Exit

Play the same suit.

Select your prefered game here.
In the shareware version only Hearts can be selected.
In the Professional registered version, one can choose from Hearts, Spades or Go Fish.
There are no other differences between the two versions.

RULES FOR HEARTS.

Basic facts...

1. This game uses one standard 52 pack of cards.
2. There are four players.
3. Aces are high.
4. Play progresses to the left.

The object of the game...

1. The object of the game is to score as few points as possible.
2. The winner is the player who finishes with the lowest score.

The start of the game...

1. Each player is dealt 13 cards a piece for a total of 52.
2. Three cards are passed.
3. The holder of the two of clubs plays first.

The course of play...

1. The holder of the two of clubs or the winner of the last trick leads first.
2. The player to the leader's left must follow suit if possible.
3. If one cannot follow suit, then any card can be played.   There a some exceptions.
4. After four cards are played, the player with the highest card that matches the lead card wins the trick.
5. The trick winner keeps the cards to be totaled at the end of the round and leads the next trick.
6. This continues for thirteen rounds until all cards are exhausted.

After a round...

1. All points are totaled in the players captured cards.
2. Every heart is worth one point.
3. The queen of spades is worth 13 points.
4. The most points one can get is 26 points, but this can never happen...read on...
5. If a player has all 26 points, they receive no points at all, BUT the other three players get 26 points instead!   This is called 'shooting the moon' and should be attempted whenever possible.

The end of the game...

1. When one or more players goes over 100 points, the player with the lowest score wins.
2. Ties must be broken with further play.

In the Hearts preferences dialog, one can select Hearts players.   They all have their distinct strategies. A special 'house' rule can be also be enabled here.   This rule can disallow hearts to played in the first round of play.
See <u>Hearts rules</u> for more info on this and other rules.

The help menu brings up this file, rules, about boxes and owner information.

The high card is usually a king, but can vary depending on rules of the game. Other high cards can be aces or it can vary each time the game is played.

The up arrow key will step the game seed up and redeal.
The down arrow key will step the game seed down and redeal.

The first player to play a card.

Clicking the left mouse button is used to pick up cards.   They can be dragged to play areas or to other piles.

Using the menus.
The Funcrd menus are fairly self explanitory.
Each item is explained below.

1. <u>File</u> menu.
2. <u>Options</u> menu.
3. Games menu.
4. Help menu.

Using the mouse.

Using the mouse in Funcrd is fairly simple.
There are only three ways to be concerned with.

1. Left button click.
2. Left button click and drag.
3. Right button click.

**The card movement rate determines how fast the cards move around the screen.
This occurs during dealing, alignment of cards and error corrections.**

1. Very fast.   For a 286 or slow 386.
2. Fast.   For a 386 or slow 486.
3. Normal.   For a 486.
4. Slow.   For a Pentium*.
5. Very slow.   For a fast Pentium* or Pentium* Pro.

* Pentium is a registered trademark of Intel Corp.

New game allows the player to deal out a new game with a randomly selected seed.
The deck is reshuffled and a new combination of cards is dealt out.
The randomly selected seed is actually determined by the length of time Windows has been running.

Open game allows the player to open any previously saved game.

Options menu.
The options menu allows the user to configure the game.
All configurations are saved in funcrd.ini.

1. **Show all cards.**
2. **<u>Preferences.</u>**
3. **<u>Hearts prefs.</u>**
4. **<u>Spades prefs.</u>**
5. **<u>Go Fish prefs.</u>**
6. **Card counter.**

Passing cards.

There are four types of passing and each is done in a specific order and repeated for the entire game.

1. Pass to the left.
2. Pass to the right.
3. Pass accross.
4. No passing at all.

This is repeated after the fifth deal.

Preferences.
The preferences box allows plenty of flexability for the player.
There are a few "cheat" options too.

1. Display prompt.
2. Play sound..
3. Card movement rate.
4. Turn delay.
5. Card back.
6. Table back.

Display prompt allows the player to enable prompts on different actions.
These prompts ask the player if they really want to quit a game in progress.
This can occurr during loading, saving, exiting, restarting, selecting and starting a new game.

Select Restart Game to start a game from the very beginning.
All scores are reset and the same cards are dealt again.

Select Restart Hand to start a hand from the very beginning.
The same cards are dealt again, but the scores and previous hands played remained unchanged.

The right mouse button can be used as a shortcut to play cards.
Simply right click on a card to play it.   No need to drag any cards using this method.

The game can be saved at any time, even if the game has been completed.
The positions of all cards and scores are saved.
This allows the player to continue a game at a later time.

Save As is identical to save except the player will be able to select a filename for this saved game. Save game uses the current filename if it exists.

Select game allows the player to choose any one of four billion game seeds.
The seed can be entered directly with the numeric entry box.
The up and down buttons allow the player to step through games one at a time and view the layout.
A "preferred" game can be selected this way.

Show all cards allows the player to see all the cards in the layout.
This is cheating however, but can be helpful if the game gets difficult.

In some games the piles may be sorted by rank, so the cards will be easier to find. This may be in ascending or descending rank.

Enable sounds allows the player to enable and disable the game sounds. Each time the cards are shuffled, or a card is dropped a sound is played. A sound card and MCI drivers are required for these sounds to be heard. The PC speaker is not used.

Stock piles are where the undealt cards go.
Players usually draw cards from this pile on at a time during game play.

The table back design can be chosen here.
The table back is the playing surface.   The designs are in 256 colors.

A trick is a set of four cards, one from each player.

The turn delay determines how much delay occurs between computer player actions. This occurs during game play.   A time interval can be selected.

Using the Funcrd Program.
Funcrd is easy to learn and use.
No tricks here.   Just click, drag, press and enjoy.

1. <u>**Using the menus.**</u>
2. <u>**Using the mouse.**</u>
3. **Using the keyboard.**

WELCOME TO FUNCRD (TM).

We hope you enjoy Funcrd.
This help menu should answer most questions about these card games.

1. __Information on using Funcrd.__
2. __How to play Hearts.__
3. __How to play Spades.__
4. __How to play Go Fish.__