

Introduction

Canasta is a card game, which has been played for many decades. It developed in Uruguay in the fifties at the Punta del Este beach, and has become popular all over the world. The word 'canasta' is Spanish for basket.

Canasta is played with two decks of cards, with 54 cards each: 52 standard cards, plus two Jokers. Canasta can be played with two to four players, but in this Windows version there are always two players: you and your opponent. The opponent can either be your computer or another person (when playing over a network).

Overview of the game

- Your goal is to beat the computer by scoring more points than it does. You score points by melding cards, and making as many canastas as possible.
- Each player starts with 15 cards in hand. Yours are visible at the bottom of the window.
- Both players take turns in drawing one card from the stock, and discarding one card on the discard pile (in that order). Both players take turns in drawing the first card.
- After drawing a card, a player may meld cards (melding is not obligatory). Cards are melded in columns of at least three cards; e.g. you can meld three Kings, or four Fives. You cannot meld rows like Four - Five - Six. Once a card has been melded, it cannot be taken back into the hand (except with the Undo meld option).
- When a player has melded his cards, he ends his turn by discarding a card. At that point, his melded cards are checked to see if they conform to the canasta rules. Discarding a card is not necessary if a player can go out by melding all of his cards.
- Instead of drawing a card from the stock, a player may take the entire discard pile. However, this is only allowed if he can directly meld the top card.
- One hand is over when one of the players has no cards left in his hand, or when there are no cards left on the stock. The scores of both players are then computed, and a new hand is dealt. A player can only finish a hand when he has at least one or two canastas, depending on the setting of the corresponding option.
{button ,SH('TfmCanmain',`canasta',9999,3)} Click this button to show or change this option.
- A game of canasta is over when either one of the players reaches 5,000 points.

Melding a card means playing it from your hand to the table, so that it becomes visible to the other player. It is done by left-clicking on the card.

Discarding a card means playing it from your hand to the discard pile. This ends the turn, and is done by right-clicking on the card (or by right-clicking, depending on the setting of the corresponding option).
{button ,SH(`TfmCanmain`,`canasta',9999,1)} Click this button to show or change this option.

Rules

The rules in Canasta for Windows have been set by the *National Canasta Laws Commission*. The options mentioned below all refer to the Options | Rules... dialog box.

{button ,SH('TfmCanmain','canasta',9999,3)} Click this button to open this dialog box.

The rules are defined as follows:

- If a certain kind of card is melded, there must be **at least three** cards of that kind on the table at the end of the turn.
- It is possible to add a wildcard to a column of cards of any kind on the table. The wildcard is then seen as a card of that kind (but the value remains unchanged). However, the restriction is that there may never be more wildcards than other cards within one column.
- At the beginning of a hand, the top card of the stock is automatically turned around and placed on the discard pile. If this card is a Red Three or a wildcard, the procedure is repeated until the top card of the discard pile is neither a Red Three nor a wildcard.
- When a new hand is dealt, the hands of both players are checked to see if they contain a Red Three. If there is one, that Three is then automatically melded, and an extra card is dealt to the hand out of which it came. This procedure is repeated until neither player has any Red Threes left in his hand.
- Black Threes may not be melded, except when the player can go out by melding a column of three or four Black Threes, or two Black Threes and a wildcard. These Black Threes must then be the last cards to be melded.
- The discard pile can be **frozen** by discarding a wildcard or a Red Three. A freeze is indicated by an asterisk (*) and means that both players are only allowed to take the discard pile if they can meld the top card using only the cards in their hand, as if they had no cards on the table. For example, if the discard pile is frozen and the top card is a Seven, the pile may only be taken if the player has two Sevens in his hand, even though he has a column of three Sevens on the table. Also, no wildcards may be used in melding: if he has one Seven and a wildcard in hand - instead of two Sevens- he may not take the discard pile.
- If you have taken the discard pile but discover that you cannot use the top card, you can restore the pile by clicking on it. This carries a penalty of 50 points.
- It is never allowed to take the discard pile when the top card is a Black Three, a Red Three or a wildcard. Thus, Black Threes can be used as a refrigerator for a single turn.
- The first time a player melds cards in a hand, their value must be at least a certain minimum. When a player goes out in one turn ('goes out concealed'), this requirement does not apply.
- A player can only go out when he has at least one or two canastas, depending on the *Canastas needed to go out* setting. If a player has less than this number of canastas, and only has one card left that he should discard, he has to 'pass the discard', i.e., he does not discard that last card.
- When there are no more cards on the stock, the player may choose to stop playing, or to turn the

discard pile upside down and use it as the new stock. This is governed by the option *Reuse discard pile when stock is empty*.

Registering Canasta

Canasta is a shareware program. This means that *it is not free*, but you can use it without paying for a period of 30 days. After that, you can do one of two things: uninstall Canasta from your harddisk, or purchase Canasta by 'registering' and earn the right to keep on playing it.

Please note that the shareware version of Canasta is not crippled: you are able to evaluate the full force of the algorithms that Canasta uses to give you as much opposition as possible. On top of that, all options for customization, rules, decks, sound, highscores etc. are fully functional. If you like this game and support the shareware concept, please register.

Get in Touch with other Players

And the best thing...when you register you can get in touch with other Canasta fans! You receive a free listing on the Canasta for Windows Website. This means that your email address will be published in the Canasta Internet Player List so that other Canasta players can contact you for a network game - and you can contact them as well. Just check the option on the registration form and you will be included - no extra charge! If you register via CompuServe (SWREG) and want to be included because you also have an Internet address, or you have registered a version of Canasta older than 4.0, send an email to mharte@inter.nl.net and we'll include you.

The price of Canasta is \$19.95 (US) or the equivalent in a European currency. See Prices for a pricelist in other currencies.

How to Register

Registrations should be sent to the following address:

*Mark-Jan Harte
Cort v.d. Lindenlaan 84
1412 CB Naarden
The Netherlands*

Registration can take place in the following ways:

- Bank transfer:
Dutch residents can transfer f29,95 to PostBank account nr 4375889 or ABN AMRO Bank account nr 619391367.
- Online via CompuServe:
Members of CompuServe can GO SWREG (the Shareware Registration Forum) and register Canasta electronically using their credit card. When prompted, enter 3124 as the product number.
- Online via the Canasta for Windows website:
Go to "http://ourworld.compuServe.com/homepages/mharte". Click on the **Register** button to register online. You will need a credit card to order this way.
- Credit card by phone, fax or mail:
Credit card orders by phone, fax or mail are taken by the Public Software Library (PSL). See Registration via PSL for more details.
- Cheques or cash by snail mail (worldwide):

Cash payments and personal checks for \$19.95 (US, see [Prices](#)) through the mail are accepted. Checks must be made payable to 'Mark-Jan Harte'.

Checks must be in US dollars and drawn on a US bank. For ALL other checks, money orders etc. a premium of \$10 must be added to compensate for extra bank charges.

- Eurocheques by snail mail (Europe):
European residents can pay with Eurocheques.
Eurocheques must be in Dutch guilders (NLG 29.95). Please remember the code on the back!

When paying with cash or a check, please print and fill out the [Registration Form](#) topic in this Help file or the REGISTER.TXT file for easy registration. You can then use the printout to fold the money or check in, so that it is not visible from the outside.

When your payment is received, you will be sent a registration key for Canasta. You can use this key to register your copy and remove the 30 day limit. Your key will remain valid for future updates of Canasta, so you do not have to pay extra for each new version that is released.

You will not receive a disk or email with a copy of Canasta - you already have the full version.

See also:

[Getting the latest version](#)

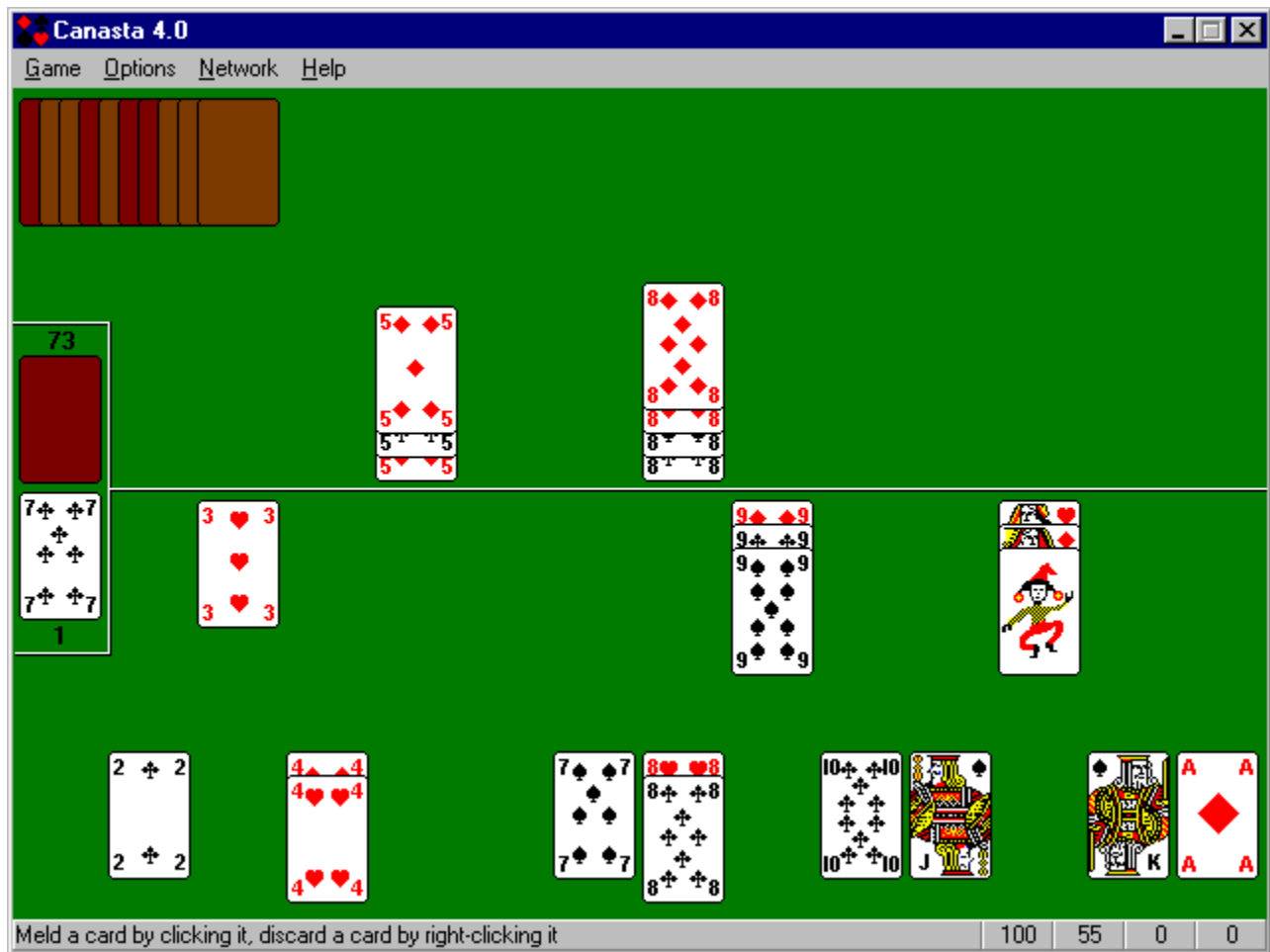
[Contacting the Author](#)

[Registration Form](#)

[Registration via PsL](#)

Canasta Screen

Click on the various parts of the Canasta screen to bring up information on their meaning.



See also: [Controls](#)

A **Canasta** is a column of at least seven cards of the same kind (e.g., seven Kings or four Kings and three wildcards). If all cards are non-wildcards, the canasta is called *natural*, otherwise it is called *mixed*. A *wildcard canasta* made of seven wildcards is also allowed. This like the opposite of a natural canasta, and does not occur very often.

A **Black Three** is a Three of Spades or a Three of Clubs.

Scoring

Card Values and Bonuses

The cards have the following values:

Card	Value
Four, Five, Six, Seven, Black Three	5 points
Eight, Nine, Ten, Jack, Queen, King	10 points
Deuce, Ace	20 points
Joker	50 points
Red Three	100 points

The following bonuses are awarded:

- A natural canasta is worth 500 points, a mixed canasta 300 points, and a wildcard canasta 1,000 points.
- The player who goes out first gets a bonus of 100 points. If this player had no cards (except Red Threes) on the table directly before going out ('goes out concealed'), this bonus is doubled to 200 points.
- If a player has all four Red Threes on the table, their score (400 points) is doubled to 800 points.
- If a player goes out and his opponent has melded nothing but Red Threes, the value of those Red Threes is *deducted* from his opponent's score.

Total Score

At the end of a hand, the total score is calculated as follows:

1. The sum of the values of the cards on the table forms the initial score value.
2. Bonuses for canastas, going out and Red Threes are added to the score.
3. The values of the cards in hand are deducted from the score.

However, if you have selected Yes in the 'Canasta required for positive score' option, this calculation is only valid if you have *at least* the number of canastas as it is shown in the 'Canastas needed to go out' setting ! If not, a negative score results consisting of the sum of the values of the cards in your hand *and on the table*. It is therefore always wise to get a canasta quickly, so that you don't run the risk of holding a large collection of cards if the computer goes out.

If you have selected No, the above does not apply.

{button ,SH(^TfmCanmain',`canasta',9999,3)} Click this button to show or change this option.

Minimum

The first time in a hand that a player melds cards the sum of their values must be at least a certain minimum. This minimum depends on your current score in the following way:

Score	Minimum
Less than 0	15
Between 0 and 1495	50
Between 1500 and 2995	90

Note 1: The values of any Red Threes never contribute to the required minimum. Canastas contribute only if the corresponding option is enabled.

{button ,SH(`TfmCanmain`,`canasta',9999,3)} Click this button to show or change this option.

Note 2: If you turn off the option 'Top card counts for initial meld', you must add the value of the top card to the minimum needed when taking the discard pile. E.g., if the minimum is 50 and you took an Ace from the pile, you must have $50 + 20 = 70$ points on the table to get the rest of the pile. The value of the Ace is thus not counted toward the 50 point minimum.

{button ,SH(`TfmCanmain`,`canasta',9999,4)} Click this button to show or change this option.

Note 3: If you took the top card of the discard pile but you discover that you cannot use it, you can put it back by clicking on the pile again. This carries a penalty of 50 points.

A **Red Three** is a Three of Diamonds or a Three of Hearts.

A **wildcard** is either a Joker or a Deuce of any suit. There are four Jokers and eight Deuces in the game, so there are twelve wildcards in total.

Game Menu

The Game Menu has the following items:

New

This item starts a new game; the scores are set to 0, and a new hand is dealt.

You must use this if you want to change the rule options: they are disabled during a game. Starting a new game will allow you to change them.

Load...

This item lets you resume a game of Canasta that you saved earlier. Your current game will be lost.

Save...

This item lets you save your current game of Canasta. The suggested name is the name of the current player plus the extension .can.

{button ,SH(`TfmCanmain`,`canasta',9999,0)} Click this button to show the player definition screen.

HiScores...

This item brings up the highscore window.

Win Ratio...

This item shows you the win ratio statistics for a player.

Undo Meld

This item moves the last card you melded back into your hand.

The number of melds undo 'remembers' is limited only by memory size, however due to the rules of Canasta you cannot undo the following things:

- 1) Discarding a card.
- 2) Melding cards that you were obliged to meld to get the discard pile.

You can undo taking the discard pile by clicking on it again.

Undo All

Selecting this item undoes all melds in this turn.

Exit

This item exits from Canasta. If you set the option 'Autosave on Exit' in the Options screen, your game will be saved automatically. Otherwise, your current game will be discarded. If you want to keep it, press F4 before exiting to save the game to disk.

{button ,SH(`TfmCanmain`,`canasta',9999,1)} Click this button to show or change this option.

Options Menu

The Options Menu has the following items:

Customize...

This item brings up the Customize dialog box in which you can personalize your copy of Canasta.

Decks...

This item brings up the Cardback dialog box where you can determine the kind of card back you want. You can set different card backs for each of the two decks.

Sound...

This item brings up the Sound dialog box where you can customize the sounds that Canasta uses.

Rules...

This item brings up the Rules dialog box in which you can set and view the rules for Canasta.

Help Menu

The Help Menu has the following items:

Help Topics...

This item starts the Canasta help system.

About

This item brings up a dialog which gives information about Canasta and shows your name, if you have registered the game.

Accelerator Keys

The following keys can be used as shortcuts for items in the game menu and help menu:

Key	Menu Equivalent
F1	Help Topics...
F2	Game New
F3	Game Load
F4	Game Save
Del	Game Undo meld
Ctrl+Del	Game Undo All

Credits

I would like to thank the following people, who have helped me in various ways with the development of Canasta:

Thank you for :

<i>Raymond Arts</i>	Testing
<i>Wim Bax</i>	Introducing me to Canasta, Testing & Sound
<i>Eva Bendix</i>	Testing & Design
<i>Angelo de Crook</i>	Testing network functionality
<i>Arjan de Gast</i>	Testing
<i>Ger & Mieke Harte</i>	Financial and moral support
<i>Paul Johannsen</i>	Suggestions, Distribution & Hardware Supply
<i>Silvia de Kloe</i>	Testing
<i>Sacha Prins</i>	Technical advice
<i>Stuart Williamson</i>	Having a great time

Of the numerous people who made suggestions, I want to mention the following:

Lee Deuell, who did his best to get me some .wavs (but failed miserably);
Michelle Hébert, who teaches me French (but will fail miserably);
Paul Johannsen, my American Godfather (but who won't get an Oscar).

To you, and to all the others who made a contribution: Thanks, people!

Mark-Jan Harte

July 21, 1996

Registration

Enter here your User Name and Registration Key that you receive when you register Canasta (see [Registering](#)). If the key fits the name, your copy of Canasta is automatically upgraded to the registered version. The key only has to be entered once.

The Register menu item is removed after a successful registration.

Product Support

If you:

- Have a question about Canasta;
- Want to report a bug;
- Have a comment or suggestion;
- Want to convince yourself of the existence of product support;
- Want to send me a birthday card (September 26);

You can contact me in the following ways:

My name: Mark-Jan Harte

Regular mail: Cort v.d. Lindenlaan 84
1412 CB Naarden
The Netherlands

Web Site: <http://ourworld.compuserve.com/homepages/mharte>

CompuServe: 100407,2632

Internet: mharte@inter.nl.net

If you report a bug, please include the version of Canasta you are using and all rule options that were enabled when the problem occurred. This makes it easier to find the error in the program.

Canasta 4.0 for Windows 95 and NT Registration Form

Mark-Jan Harte
Cort v.d. Lindenlaan 84
1412 CB Naarden
The Netherlands

{button Print Form,Print()}
Internet: mharte@inter.nl.net
CompuServe: 100407,2632

Date _____

Personal Info

First Name _____

Last Name _____

Address _____

City _____

State/Country _____

Zip/Postal Code _____

Fax* _____

E-mail address* _____
please print clearly

[] Check here if you want a free listing on the [Canasta Internet Players List](#) on the Canasta for Windows Website.

How did you get Canasta ?* _____

Order Info

Item	Price	Number	Amount
Registration Fee	\$19.95	_____	_____
Premium for checks and money orders not in US dollars or not drawn on a US bank	\$10.00	_____	_____
Total Amount			_____

* : not required

Note 1: Checks must be made payable to 'Mark-Jan Harte'.

Note 2: Eurocheques must be in Dutch guilders (NLG) and completely filled out, including the code on the back.

Frequently Asked Questions

Q1: When will there be a version for more (4) players? Playing in pairs is fun!

A: I know, but the answer is lack of space. There's already a problem fitting two hands on the screen, let alone four.

Q2: When will there be Samba (consecutive) Canasta?

A: I know about it, and a version is planned. However, this is a long-term project and no schedule is known for its release.

Q3: Are you an American living in Europe?

A: Nope, I'm Dutch born and raised. My language has downgraded from Dutch to English after watching too many American movies and reading Stephen King novels :-).

Controls

The mouse buttons have different functions, depending on the area of the Canasta window the cursor is placed over. They are listed here for reference:

Area	Left click	CTRL + left click	SHIFT + left click	Right click
Card in hand	Meld one	Meld three	Meld all	Discard*
Melded card	Add wildcard		Add wildcards until canasta	
Melded red three				Discard**
Stock	Draw card			
Discard pile	1- Take pile 2- Undo taking pile			

*: This is a double right click if you set the 'Discarding' setting to 'Double right click'.
{button ,SH(`TfmCanmain`,`canasta',9999,1)} Click this button to show or change this option.

** : This is only allowed if you set the rule option 'Freeze discard pile'.
{button ,SH(`TfmCanmain`,`canasta',9999,2)} Click this button to show or change this option.

Melding a column of two cards will automatically cause a wildcard to be added (if available).

There are keyboard equivalents for the mouse actions:

Key	Action
F6	Draw card
F7	Take discard pile
F8	Meld card
F9	Add wildcard
F10	Discard card

Prices

Canasta can be paid for with most common Western currencies. The preferred currency is American dollars, but the following are also acceptable:

Currency	Canasta Price
American dollars	\$19.95
Australian dollars	\$24.95
Canadian dollars	\$24.95
Dutch guilders	f29.95
English pounds	£12.99
French francs	FF99.95
German Marks	DM 29.95

Registration via PsL

You can register Canasta by calling PsL, the Public Software Library. This established organization takes credit card orders for 800+ shareware authors, at no extra cost to you. The following instructions on how to use their service are provided by PsL. Please follow them closely:

CREDIT CARD ORDERS ONLY

Please do not call PsL for product-related questions; they are not able to answer them.

You can order with MC, Visa, AMEX, or Discover from **Public (software) Library** by calling **800-2424-PsL** or **713-524-6394** or by FAX to **713-524-6398** or by Email to **71355,470** (Compuserve) or **71355.470@compuserve.com** (Internet). You can also mail credit card orders to PsL at

P.O.Box 35705
Houston, TX 77235-5705

Please supply the cardholder's name and billing address *EXACTLY* as they appear on the credit card. This will ensure a speedy processing of the order. The office hours of PsL are the following:

Monday - Thursday: 7:00 AM to 6:00 PM CST
Friday: 7:00 AM to 12:30 PM CST

Please refer to product # 11671 when ordering Canasta for Windows. If you want to use the PsL service from outside the USA, please add the international access code prefix for the USA to the telephone numbers given above.

THE ABOVE NUMBERS ARE FOR ORDERS ONLY.

The registration key will be sent to you via e-mail or snail mail within 4 days. If you placed an order and didn't receive registration info after that period - notify me via e-mail at mharte@inter.nl.net and

I'll check your order status.

Note: depending on the quality of the postal service, it can take up to two weeks before you receive a registration letter.

Any questions about the status of the shipment of the order, refunds, registration options, product details, technical support, volume discounts, dealer pricing, site licenses, etc., must be directed to:

Mark-Jan Harte
Cort v.d. Lindenlaan 84
1412 CB Naarden
The Netherlands

CIS: 100407,2632
Internet: mharte@inter.nl.net

PsL will notify us the day of your order and we will send the registration key to you as soon as possible.

Stock

The cards which have not been used yet.

At the beginning of your turn, you can take a card from the stock by *left*-clicking on it with the mouse. Above the stock is a number that indicates how many cards there are on it.

Discard pile

The cards which have been discarded.

At the end of your turn, you must add a card to this pile by *right*-double clicking on the card you want to discard (or by right-clicking, depending on the corresponding option.)

Below the discard pile is a number that indicates how many cards there are on it. An asterisk (*) before this number means that the discard pile is frozen, i.e., there is a wildcard or a Red Three in the discard pile.

At the beginning of your turn, you can take the entire pile by *left*-clicking on it.

If it is frozen, or if you have no cards on the table of the same kind as the top card (e.g., the top card is an Eight, but you have not played any Eights to the table yet), you will first only receive the top card.

When you have added two cards from your hand to the top card (so that there is a column of at least three cards), you receive the rest of the discard pile.

However, if you had zero points on the table before taking the discard pile, you must have melded at least the minimum amount of points.

If you left-clicked on the discard pile by mistake, you can put the top card back by left-clicking on the discard pile again. However, this is only possible if you have not yet received the rest of the pile in your hand, and it carries a penalty of 50 points.

Cards in Player's hand

The cards you have in your hand. These cards are not visible to the computer (trust me, it does not cheat).

- Melding a card is done by *left*-clicking on it. If you want to undo your last move, use the Undo Meld option in the Game menu.
- You can meld a complete column of cards by holding down SHIFT while left-clicking on one of the cards. This saves you the trouble of clicking five times to meld five cards.
- Holding down CTRL while clicking melds as many cards as needed to have a column of three cards on the table. This is useful if you want to meld, but also want to keep some cards in reserve.
- Discarding a card is done by *right*-double clicking on the card. This ends your turn.
- Adding a wildcard to a column of cards on the table is done by left-clicking on a melded column. Pressing SHIFT while clicking will add as many wildcards as necessary to create a canasta (if possible).

Note that adding a wildcard to a column is only possible if this column is non-empty.

Cards in Computer's hand

The cards the computer has in his hand. You can sneak a peek at them with the special key combination Ctrl+F11.

Space for Player's cards on the table

The area of the screen where your melded cards are placed.

Space for Computer's cards on the table

The area of the screen where the melded cards of the computer are placed.

Indicates whether discarding a card should be done by one or two right clicks.

If you are having problems with the mouse buttons, and sometimes press the right mouse button when it should be the left one, you should select 'two right clicks'.

If you never press the wrong button, you can select 'one right click' to speed up the game.

Sets the intelligence level of the computer. The higher you set it, the more opposition the computer will give you. The level cannot be changed during the game.

Selects the background color of the Canasta window. Press the Change button to choose a different color.

Sets the speed with which the computer melds cards. Increase this value if you want a longer look at each of the cards that the computer melds.

Check this to save your game automatically when you exit the game. It is saved as 'autosave.can' and will be automatically loaded next time you run Canasta.
When this option is not checked, the existing autosaved game (if any) will be erased.

Sets the size of the Canasta window.

The first number is the horizontal, and the second number the vertical screen size. If your computer does not support a particular resolution, it will be disabled.

Check this to indicate that Canastas are needed to make the value of the cards on the table count positively, when a hand is finished.

If you uncheck this, the cards on the table will always add to the score, regardless of whether you have made a Canasta or not.

If you check this, the cards on the table will only add to your score if you have made at least the number of Canastas indicated by the 'Canastas needed to go out' setting, otherwise their value will be deducted from the score.

The default setting is unchecked.

Specifies whether one or two canastas are needed before a player is allowed to go out.

The default setting is One.

Specifies the number of cards each player must draw in each turn.

The default setting is One.

Specifies whether it is allowed to draw a second card from the stock, when the first drawn card is a Red Three.

The default setting is Yes.

Specifies whether it is allowed to use a Red Three to freeze the discard pile as with a wildcard. Discarding a Red Three is done by right-clicking on it, as with an ordinary discard.

The default setting is No.

Specifies whether it is allowed to take the discard pile by adding the top card to a canasta you have made on the table.

The default setting is Yes.

Specifies whether the value of the top card of the discard pile counts for the required minimum, when you use the pile to create your initial meld in a hand.

The default setting is Yes.

Specifies whether the discard pile is frozen, when a new hand of cards is dealt. This is regardless of whether there is a wildcard or Red Three in the pile!

If you have checked this (so there is always an asterisk in front of the pile counter), you can see if there are wildcards in the pile by looking at the counter. If it is larger than one, there must be some 'hidden treasure'. If you have unchecked this, the pile will only be initially frozen if there is a wildcard or Red Three in it.

The default setting is Yes.

Specifies whether a natural pair of cards is required to take the discard pile. That is, you can take a Nine from the pile if you have two Nines in your hand, but not with one Nine and a wildcard.

Check this to show the statusbar at the bottom of the screen.

Score Status

The current score is expressed with four numbers. From left to right:

1. Your current meld. You can see the minimum meld for your current score by moving the mouse pointer over this area of the score statusbar.
2. The computer's current meld.
3. Your current score.
4. The computer's current score.

Shows the card back that is currently in use for the selected deck.

Selects the type of card back. The following options are available:

Solid Color	A solid color card back.
Standard	One of the ten predefined card backs.
Pattern	
Custom pattern	Any bitmap that you can select yourself. It will be automatically resized to fit the card size.

Press the **Change...** button to change the current selection.

Check this to activate messages on who draws first this hand.

Check this to show new highscore entries during a match. If you turn this option off, new entries will have a default name and the Hall of Fame will not be shown.

The name of the currently selected player. If there are no players defined, it will display a default name. Note that no win ratio will be created in that case.

The list of all players. One of these is the current player whose win ratio will be updated. You can define a maximum of 10 players.

Creates a new player.

Renames the selected player.

Deletes the selected player.

Resets the win ratio statistics for the selected player.

Makes the selected player the current player.

Sets the aggressiveness of the computer. You can set this value to match your own style. High aggression is expressed by fast melding and quick going out. Try different settings to see what you like best. The setting works as follows: at the beginning of each hand, the computer determines whether it should play aggressively or not. The chance for aggression is given by the scrollbar. During the hand the style does not change.

Sets the speed with which cards are moved across the screen. Check 'No Animation' to disable card animation. This may be needed if you have a very slow videocard.

Check this to enable the playing of background music.

If you do not hear music when this is enabled, verify that your MIDI driver is correctly installed. Do this by playing a .MID file through the Windows Media Player. If you still hearing nothing, the driver is incorrectly installed.

Select **Single Music File** to play one song repeatedly, or select **Jukebox Folder** to play all songs in that folder in random order.

The ■■■ buttons open a file or folder dialog where you can specify the file or folder you want.

Check this to enable the sound effects of Canasta.

Shows all events that can occur in Canasta, and that can have one or more sounds associated with them. Scroll through the list to see all of them.

Shows the sounds that are currently associated with the event that is selected in the 'Canasta Events' list box. The sound file shown here will be played when its associated event occurs. When there is more than one sound file, one of them will be picked randomly. A maximum of three sounds may be associated with any event.

Brings up a file dialog where you can browse your system for sound files to add to the association list.

Canasta only plays sound files with the .WAV format, not other types of sound files.

Removes the currently selected sound file from the association list. It does not erase it from your disk. It is allowed to remove all sounds; in that case no sound will be played when the event occurs.

Plays the currently selected sound file.

Resets the association for the current event to the default. Pressing this button affects only the current event, not the other ones.

Getting the latest Version

The latest version of Canasta can be downloaded from the following sources:

CompuServe: WINFUN forum, Cardgames section

Web: <http://ourworld.compuserve.com/homepages/mharte>.

as well as from AOL, MSN, Reasonable Solutions, Software Labs and CD-ROMS. These may show a delay in getting the latest version, however. For latest updates, try CompuServe first, and then the Web site.

Registered users can also download from these places; their registration info will remain intact.

Statusbar

This area shows messages about menu items, errors and other information on the game in progress.

Closes this dialog box and saves all the changes you have made.

Closes this dialog box without saving any changes you have made.

Saves all the changes you have made without closing this dialog box.

Opens the dialog box where you can change the current card back.

Opens the dialog box where you can change the current background color.

This dialog shows detailed information on the score you and your opponent achieved in the previous hand. The **Number** column shows the number of cards or other items, and the **Value** column shows their total value.

Clears all entries for the currently displayed highscore list. Only the visible list is cleared; all others are left unchanged. You cannot undo clearing a table, so be careful using it.

Selects the type of highscores displayed. **Hand** means the highest score for a single hand, **Match** means the highest score over a whole match to 5,000 points.

A **highscore** is calculated as the difference between your own score and your opponent's score. E.g., if you have a score of 1,500 and your opponent has 700, your score will be 800.

A **highscore** is calculated as the difference between your own score and your opponent's score. E.g., if you have a score of 1,500 and your opponent has 700, your score will be 800.

Selects the computer level. Separate highscore lists are kept for each level.

A **highscore** is calculated as the difference between your own score and your opponent's score. E.g., if you have a score of 1,500 and your opponent has 700, your score will be 800.

This dialog shows the top ten highscores, along with the name of the player that achieved them and the date this remarkable feat was recorded in history.

A **highscore** is calculated as the difference between your own score and your opponent's score. E.g., if you have a score of 1,500 and your opponent has 700, your score will be 800.

Network

The Network Menu has the following items:

Connect to Opponent...

This item brings up the dialog box where you can start a connection with your opponent.

Rule Differences...

During a network game, this item brings up the dialog box where you can view the rule differences that exists between you and your opponent. If there are no such differences, the dialog will not display.

Disconnect

During a network game, this item disconnects you from the current network connection, or it will stop waiting for that connection. Your opponent will get a notification of this.

Hide/Show Chat Window

During a network game, hides or shows the Chat window.

Setup...

Opens the dialog box where you can enter the data needed for connecting via the Internet.

Click this to reset the win ratio statistics for the currently shown player. Both the wins and losses counters will be set to 0.

Use this to select the player whose win ratio statistics are shown below. If you did not specify any players in the Customize dialog box, the list is empty.

This screen shows the amount of wins and losses a certain player has had. No distinction is made between different skill levels or rule settings. Since these may affect the win ratio (= percentage of wins), it is best to reset the data when you go to a different skill level.

Check this to use the bonus value of Canastas for the initial meld.

When checked, making a Canasta will suffice for the initial meld since the bonus is at least 300 and the initial meld is at most 120.

When unchecked, only the card values of the cards in the Canasta are counted.

Contains four options to customize the rules that have to do with the discard pile.

Contains two options to customize the rules that have to do with Red Threes.

Specifies the deck for which you want to set the card back color or pattern.
Canasta is played with two decks, so you can select either deck 1 or deck 2.

Show the folder structure of the current drive. Click on a folder to select it.

Use this combobox to select a drive of your system.

Contains four items you need to enter before you can play Canasta over the Internet. This assumes you already have an Internet account.

Note: you do not need to enter this information when playing over a LAN.

Provides a space for you to type your full name.

Provides a space for you to type your fully qualified Email address.
E.g., fun@playing.canasta

Provides a space for you to type your user name, as provided by your Internet Service Provider.

Contains two items with information about how Email should be handled. This information can be obtained from your Internet Service Provider.

Provides a space for you to type the IP address or host name of your SMTP server. A SMTP server takes care of outgoing Email. This information can be obtained from your Internet Service Provider.

Provides a space for you to type the IP address or host name of your POP3 server. A POP3 server takes care of ingoing Email. This information can be obtained from your Internet Service Provider.

Provides a space for you to type your password, as provided by your Internet Service Provider. It will not display on screen.

Provides a space for you to type your nickname. This is the name under which your opponent will know you.

Specifies that your network game will be played over a Local Area Network. Your LAN address will be shown in the **Your own IP Address** list box.

Use this to specify whether you want to play over a LAN or over the Internet. You must supply either the IP address or the email address of your opponent.

Provides a space for you to type the IP address or host name of your opponent. The last ten entries are stored.
Note: if you type a host name, make sure it is listed in your 'hosts' file.

Specifies that your network game will be played over the Internet.
Your Internet IP address will be shown in the **Your own IP Address** list box.

Provides a space for you to type the email address of your opponent. The last ten entries are stored.

Shows your own IP address(es) for the currently selected network (Internet or LAN). You can have more than one address, if you have multiple network cards or active Internet connections. When connecting using IP numbers, you must communicate to your opponent the IP address that is shown here. He/she needs it to connect to you.

Refreshes the list of IP addresses. You can do this after connecting to the Internet to verify that a new IP address has been added.

Connects you to your opponent. When you connect using email this may take a while because email messages have to be exchanged. The statusbar at the bottom of the window informs you of the progress.

Network Play Concepts

Instead of playing against the computer, Canasta allows you to play against another person. This way, every move you do is sent to the computer of your opponent and vice versa. The location of your opponent does not matter: he/she can be your neighbour or someone halfway across the world.

A 'chat window' is opened when a connection is established. This chat window allows you to type a message to your opponent to compliment him/her with a victory, or to protest a particularly nasty piece of Canasta play.

It is possible that your opponent has set his rule options differently from yours. Since you don't want to play with different rules, Canasta will detect this and show you a list of the inconsistent settings. You can change these after negotiating with your opponent via the chat window. Don't both change them, or you will be stuck in the reverse situation

There are two ways to play with another person: over a LAN, or over the Internet.

[Playing over a LAN](#)

[Playing over the Internet](#)

Playing over a LAN

What you need to play

In order to play Canasta over a LAN the following conditions must be fulfilled:

- Your computer has a network card;
- You have installed TCP/IP support for this network card;
- Both computers are connected to the same Local Area Network (LAN).

You need to know the IP address of your opponent in order to connect to him/her. Your opponent can tell you that by opening the **Network | Connect to Opponent** window. His IP address is shown there.

Steps to follow

Follow these steps to start a network game:

- 1) On the **Network** menu, select **Connect to Opponent**;
- 2) In the following dialog, do the following:
- 3) Enter your own nickname;
- 4) Select LAN in the **Play over** item;
- 5) Select IP Number in the **Connection method** item;
- 6) Enter the IP Number of your opponent in the **IP number of your opponent** edit box;
- 7) Press the **Connect** button.

A connection should now be established within a few seconds.

Note: if an SMTP and POP server are available in the LAN, you can also use email if you know the email address of your opponent.

Playing over the Internet

What you need to play

In order to play Canasta over the Internet the following conditions must be fulfilled:

- Your computer has a modem;
- You have TCP/IP support installed for this modem;
- You have an Internet account with an Internet Service Provider.

You need to know the email address or the IP number of your opponent in order to connect to him/her. If you want to play with someone new, check out the [Canasta Internet Players List](#). This site features a list of email addresses of Canasta players who are interested in playing with you over the Internet.

Steps to follow

Follow these steps to start a network game:

1. On the **Network** menu, select **Setup**;
2. In the following dialog, fill in all fields. This information is available from your ISP, if you don't know it. If you have an email program like Exchange or Eudora, you can also find it in its configuration info.
3. Press **OK**;
4. On the **Network** menu, select **Connect to Opponent**;
5. In the following dialog, do the following:
6. Enter your own nickname;
7. Select Internet in the **Play over** item;
8. Select Email in the **Connection method** item;
9. Enter the email address of your opponent in the **Email Address of your opponent** edit box;
10. Press the **Connect** button.

A connection will now be established, but *this may take a while* (like two minutes). If your opponent is not on the Internet yet, Canasta will wait until he/she is online and has replied.

Since Canasta uses email to initiate contact over the Internet, do **not** use an email program like Windows Messaging, Microsoft Exchange, Eudora or Pegasus while Canasta is trying to make contact! This will cause the connection to fail. You can use these programs after the connection has been established. If you want to talk to your opponent while setting up the connection, use IRC instead.

Note: If for some reason you cannot connect to your opponent using email, you can connect to the canasta IRC channel and exchange your IP numbers there (so you can use the IP Number connection method).

Meeting other Canasta players

Would you like to play a game of Canasta over the Internet with another person, but you don't know who? You can meet other people in two ways:

- 1) By looking up their names and making an appointment to play a game;
- 2) By checking on-line who is available at that moment for a game.

Making an appointment

For the first method, go to the Canasta Internet Players List (CIPL) at

<http://ourworld.compuserve.com/homepages/mharte>

for a list of email addresses of Canasta players who are interested in playing with you. Send an email to a person and agree with him/her on a date and time to play.

Make sure you take possible differences in time zones into account, because what is a reasonable 8PM for you may be 4AM for someone else!

As a non-registered user you will be able to play with a registered user. However, if you want to be on the list yourself - so that others can contact you - you will have to register.

I want to play NOW

For the second method, you will need to use 'Internet Relay Chat' (IRC). This is a free worldwide 'online chatbox' where you can talk to other people. To use IRC you must have a separate IRC program like mIRC (shareware). To get more info on mIRC and to download it, go to the official mIRC page at <http://www.mirc.co.uk>.

When you have installed your IRC program, you need to connect to an IRC server in order to get contact with other people (just like dialing a 1-800 number). For Canasta, you should connect to one of the DALnet servers. I use **igc.dal.net** myself, but of course you are free to use another one. Go to <http://www.dal.net/servers/index.html> for a complete listing of all DALnet servers.

Once on DALnet, you should go to the **#canasta** channel. This channel is dedicated to Canasta and all people there should be interested in playing the game. Just talk to them and agree with someone to play right there and then!

Note: you can also use IRC to tell your opponent your IP number if you have trouble connecting via email.

Specifies whether the 'initial freeze' of the discard pile is separate for both players, or that taking of the pile releases the freeze for both. If you check this, then when one player takes the pile the other one still has a frozen pile.

Use this to specify whether you want to connect to your opponent using his Email address or his IP number. Normally, you should choose Email for Internet play and IP number for LAN play. However, you can also use the IP number method when playing over the Internet. This requires that you give your own IP number to your opponent via another method like IRC.

Specifies that Canasta uses the IP number of your opponent to locate and connect to him/her.

Specifies that Canasta uses the Email address of your opponent to locate and connect to him/her.

Check this to reuse the discard pile as stock when the deck is exhausted. If you uncheck this option, the game will terminate when the deck is empty.

Uninstalling Canasta

If you want to uninstall Canasta, use the standard Windows 95 and NT method:

- Open **Control Panel**;
- Activate the **Add/Remove Programs** icon;
- Select **Canasta 4.0** from the list of available programs;
- Click the **Add/remove** button.

Click this to copy the currently selected IP number to the clipboard.
You can then paste it in IRC.

Use this to enter the address of an Internet server that Canasta can connect to. This address is needed to determine which IP number is used for the Internet, if your computer has multiple IP addresses.

Change this if you see nothing listed under **Your own IP Address(es)** when the Internet is selected as the network and you are 100% certain that you are online.

You can enter any Internet site that listens at port 80, e.g. 'www.ibm.com' or 'www.netscape.com'. The default value 193.67.237.6 points to 'www.inter.nl.net', a provider in the Netherlands.

