

Ultimate Gin III

Brought to you by Accidental Software

13245 Skiomah Rd. Apple Valley, Ca. 92308

URL: <http://www.accidental.com>

Sales: 1-760-247-2804

Fax: 1-760-247-6819

Toll Free Sales: 1-800-771-6746

This program is a Gin Rummy game that can be played with a computer generated opponent or over the internet or a TCP/IP network with a real live Warm Body as an opponent. Click on one the topics below to find out more.

Overview:

[Getting a complete game](#)

[Play a computer opponent](#)

[Play an internet opponent](#)

[Checking the Internet Connection with Ping](#)

[Local Area Network](#)

[Character Groups](#)

[Rules](#)

[Game Scoring](#)

[Game Menu](#)

[Game System Requirements](#)

[Support](#)

[Sound Problems](#)

How to register your copy:

[Registration information](#)

Registration

How much: \$19.95 (If you live in California, you must add 7.75% sales tax (\$1.55))

Registration entitles the registered user to install the full version of this program on a single computer. Internet or network play, exceeding the shareware limit, requires a registered version of this program. Each registered program **MUST** be registered to a different user name. Registered users receive a permanent registration CODE that is entered into the program to unlock features not available in the shareware version.

CDROM:

This program is available from Accidental Software on CD-ROM for \$24.95. The CD-ROM contains the complete game, all currently available character groups, all associated sound and voice files, DirectX run-time, and Microsoft Netshow.

[How to get a registration code \(registration costs \\$19.95\).](#)

Albert's Ambry

Get instant registration and secure transactions by registering through Albert's Ambry.

Click Get Registration Code. This will start your internet browser and take you to <http://secure.alberts.com/P?product=815&source=AuthPRG>, where you can register the program.

If you receive a message that the program cannot start your browser, you will need to start your browser normally and enter the address listed above into the internet address block.

Accidental Software

Click Register then Send Email Registration to Accidental Software.

We accept Visa, MasterCard, American Express, or Discover; International Money Order; Postal Money Order; or personal check drawn on a U.S. bank (the U.S. bank must be imprinted on the face of the check).

Be sure to spell your name **EXACTLY** as you want it to appear in the game registration, since it must be entered this way when registering the game.

Note: All versions of this program, including the CD-ROM, require entry of a registration code.

Telephone:

United States: Call 1-800-771-6746 between the hours of 8:00 AM to 4:00 PM (Pacific Standard Time)

International: Call 1-760-247-2804

or

Mail:

Print the registration form and send it along with payment to

Accidental Software
13245 Skiomah Rd.
Apple Valley, Ca. 92308

or

Email: (Preferred method when ordering a CD-ROM)

1. Connect to the internet (sign on to your internet service provider).
2. Click the game icon.
3. Click the Register button (top left corner of the game entry screen). Then click Register @
Accidental Software
4. Fill out the Registration form.
5. Click Email.
6. Preview the Email form for accuracy (note: the credit card number is ciphered for your protection).
7. Select the Send Registration button.

If the program registration will not email successfully:

1. Click the ? button next to the Mail Server text
2. Click the Alternate Email button
3. Click the Copy to Clipboard button
4. Start your Email application and begin a new message
5. Click the body of the new message to set the focus (cursor) in the message body
6. Select Paste to place the order form into your new message
7. Be sure to send the Email to Sales@accidental.com

How to enter your registration code:

1. Start the game program.
2. Click Registration.
3. Click Register Now.
4. Type your name in the "Registered User's Name" box. Be sure to spell it exactly as it is spelled in the registration we returned to you (even if we misspelled your name).
Capital and lower case letters must be reproduced exactly.
5. Type the registration code we sent you in the "Input Code" box. Note: The code is case and character sensitive, so be sure to enter it exactly as it appears in the registration notice we sent you.
6. Click the Try button.

Internet Opponent

Connect to the internet (get online). America Online users click the world icon (World Wide Web), then minimize AOL.

Open the game.

Sign in (enter your name or select it from the list).

Click Accept.

Optional step: Move the mouse over the **Go To Internet / LAN Server** button then click the **Select New Representative** button. Choose the character you want to hold your place at the Gin table in the opponents game (non-registered users must use the Boss).

Click Go To Internet / LAN server.

This will open the Ultimate Gin III on line server form.

Select Submit to place your information in the List of Waiting Gin Players.

Wait for someone to select you as a gin partner or select someone from the list.

Select Auto Refresh to have the List of Waiting Gin Players update every 10 seconds.

An Ultimate Gin III Server has been implemented so that when the **Go To Internet / LAN Server** button of the program is selected, you are automatically connected to the Ultimate Gin III master server assuming you are on line. If you are not on line, you should end your game and connect to the Internet then restart your Gin game.

The Ultimate Gin III Server provides a meeting place for those that want to play Gin with an internet opponent. Place your information into the Server using the Submit button. Once your information is submitted to the server, anyone with an Ultimate Gin III game can select you to play gin or you can select anyone from the list to play gin.

Playing gin with a specific partner. If you want to allow only a specific person to play gin with you, Click the Wait for a specific gin partner check box. Enter the Gin Handle of the person you want to play gin with. The Gin Handle you must enter is the name that person uses to sign in to his gin game. Example: You know or have agreed that your partner will sign in to his gin game with the name "Jimmy", you should then enter the name "Jimmy" into the light blue box that pops up when you select the Wait for a specific gin partner. Once you have completed the above steps, click the Submit button to place this information into the list of gin players on the server. Note that the Waiting for column in the List of Waiting Gin Players reads "Specific" instead of "Anyone". This will allow only the person who signed into their Ultimate Gin III game with the name "Jimmy" (the name is not case sensitive) to play gin with you. This does not preclude you from selecting any other player that has "Anyone" listed in the Waiting for column. NOTE: Your partner does not have to submit his information to the server in order to select you as a partner to play gin. He only has to start his Ultimate Gin III game and sign in (in this case he must sign in as "Jimmy"), find you in the list and click on your entry

NOTE: "Jimmy" is used for this example, but you may use any name you like as long as your partner has entered it into the Wait for a specific gin partner box. If you initially submitted your information, but want to change either your location or select/deselect the Wait for a Specific gin partner, make the appropriate changes then click Submit.

Refreshing list. Use the Refresh List button to get an updated list of potential gin players. Additional gin players may sign into or leave the server from time to time, you must click either the Submit button or Refresh List button to see a current list. If you do not want to place your information on the server, but want to see a current list to choose a gin player from, use the refresh list button. Auto Refresh will automatically refresh the list each 10 seconds when it is selected.

Selecting a gin partner. If you decide to play gin with a person in the list, click that person's list entry, then select OK from the decision box that presents itself. When you select a person as a gin partner, you are joining him to play gin, you will join the game with the scoring options and bonus points that person has set. It is possible to select a person in the list that has either ended his gin program or is no longer available since he is now playing gin with another partner. To minimize the chances of this happening, you should Refresh the list before selecting a potential partner. If the person you selected is no longer available, you will receive a message to that effect.

Hosting a game. You are the game host by default if someone selects you to play gin. Since they are joining you for a gin game, they are subject to the selections you have set for the game score, bonus points, and type of scoring. They may request that you set the game up differently, but you must do this for the game through your Options panel, they can not change these items from their game. Remember, the Options Panel is only selectable before the cards are dealt for a particular hand.

Internet Connection versus Local Area TCP/IP Network:

When **Internet Connection** is selected (default), the Ultimate Gin III game attempts to contact the Accidental Software Master Server. If the Master Server or the last server you used is off line, a fault panel will appear. If the server is connected, the name of the server will appear at the top of the form. This selection is used to connect to a gin partner over the internet via a modem.

When **Local Area TCP/IP Network** is selected, you can play gin with anyone on the same local area network as yours, provided a LAN Gin Server has been installed on one computer in the network. LAN Gin Servers are provided by Accidental Software, send Email to Support@accidental.com for information. Each computer in the LAN **MUST** be assigned it's own individual IP Address.

Change Proxy – A proxy is one of the computer generated cartoon characters used in both internet and non-internet games.

In internet games, you select a character (proxy) to represent your likeness in the game. . Your internet opponent (a real person) will see the character you choose, if they have a registered version with the character pack that includes the character you choose. You will see the cartoon character your internet opponent (a real person) chooses, if you have a registered version with the cartoon character pack that includes the character your internet opponent (a real person) chooses.

In non-internet games, you select a character (proxy) to play against.

Regardless of which character you use, you have complete control over your game plays. Your internet opponent will have control over his/her game plays.

Computer Opponent

Sign in (enter your name or select it from the list).

Click **Accept**.

Run the mouse over the **Play Gin With The Boss** button.

Click **Select New Character** (if you want to change the computer opponent).

Select one of the computer cartoon character opponents available.

Click OK

or

Click Exit.

Click **Play Gin With The Boss**

Character Groups

If more than one (1) character group is installed, select the next group by pressing the Next button or move back to the last group by pressing the Last button. Character Groups can have from 1 to 4 characters. Character groups can include a Universal Character (a character that can be used by both the registered and non registered version of the program). Character Group file names indicate how many characters are in that group and whether or not one of the characters is a Universal Character. An example file name is shown below.

Gin Char Gp1abcdu.exe --- May be abbreviated as C1abcdeu.exe

Gp1 = Character Group 1
a = includes character A
b = includes character B
c = includes character C
d = includes character D
u = includes a **Universal Character**
exe = self extracting archive

A **Universal Character** is a character that can be played by both the shareware version as well as the registered version of this program. The Boss is a universal character.

Additional character groups will be produced by Accidental Software from time to time. As these groups become available, Accidental Software will place them for download from our home page at **Error! Reference source not found.** . Character groups can be installed at any time, but the characters in that group will not be available until the game is registered unless one of the characters in that group is a Universal Character. Check our page for details.

Choosing a representative for an internet or network game:

If you are not sure that your gin partner has additional character groups installed, it is always safe to select a representative from the first character group (registered game). Until your game is registered, The Boss is the default representative and is the only character you can select except another universal character.

Your opponent's gin game may not have additional character groups installed. If your opponent doesn't have the character you selected, The character used as your representative will revert to The Boss.

Valid connect addresses (TCP/IP network):

If you can't get your game to play over a TCP/IP network, insure that a TCP/IP protocol for networks has been installed. If you have an internet connection, this is in addition to your dial up adapter. Once installed, select properties and specify a unique IP address for your computer. The IP address you specify should be something like 10.0.1.xx where xx is a number between 1 and 255. The Subnet Mask should always be 255 255 255 0.

Valid connect addresses (TCP/IP network):

If you can't get your game to play over a TCP/IP network, insure that a TCP/IP protocol for networks has been installed. If you have an internet connection, this is in addition to your dial up adapter . Once installed, select properties and specify a unique IP address for your computer. The IP address you specify should be something like 10.0.1.xx where xx is a number between 1 and 255. The Subnet Mask should always be 255 255 255 0.

ISP (Internet Service Provider)

Gin Rules:

DEAL: Each player receives ten (10) cards. The cards are alternately dealt (one card to one player and then one card to the other player). The remaining cards are placed in a pile called a Stock. The top card of the Stock is placed face up next to the Stock pile to start the Discard pile.

OBJECT: Players try to form Melds with their cards. Melds are made, but not revealed, until a player ends by “knocking”. A player may knock whenever his Deadwood totals 10 or less in face value. In some games, the knock value will vary (see Oklahoma). After a player knocks, all cards are revealed in their melds. Cards that can not be melded are deadwood. The deadwood is counted. Scoring is based on the deadwood.

MELDS: Melds are groups or sequences of 3 or more cards. An example of a player's hand: 3, 4, 5 of spades; J, Q, K of diamonds; three 7s (all in different suits); and a 10 of clubs. The ten of clubs is considered Deadwood, since it is not melded (grouped) with any other cards. Ace is always counted as a low card (one point) and never part of a high sequence (e.g. Q, K, A of diamonds).

KNOCKING: To knock (call to show cards), either click the knock button or right click the card to be discarded.

Either player, upon drawing a card, may end the hand by knocking, provided the deadwood in his/her hand equals or is less than the knock value. In standard gin, the knock value is 10. When a player knocks, there are actually eleven (11) cards in their hand. One card goes to the Discard pile, leaving 10 cards in the player's hand. The card that goes to the discard pile is not counted as deadwood.

After a player knocks, the cards are revealed in their melds. Cards that can't be melded are “deadwood”. However, the player who did not knock can "lay off" cards on the opponent's melds, unless the knock was gin. Cards can not be laid off when a knock is with gin (no deadwood).

(For example: player one knocks with J, Q, K, of spades; three 6s; three 2s; and has 5 points in deadwood. Player two has a 9 and 10 of spades; 7, 8, 9 of diamonds; four aces; and a 6 of clubs. Player two can "lay off" the 9 and 10 of spades on the J, Q, K of spades of the opponent's meld and can "lay off" the 6 of clubs on the three 6s of the opponent. Player two undercut player one, who knocked in this case.)

Deadwood for each player is counted. The player who knocked then wins and scores, unless his opponent ties or undercuts his “deadwood” score, in which case the latter wins with a bonus. In the above example, player two would get any bonus score that was set for undercuts.

DEADWOOD: Cards in a player's hand that are not part of a meld (group). Card points are counted as the value of the card (e.g. a three of clubs counts as 3 points). Aces count as one (1) point and face cards count as ten (10) points each.

PLAY: To start, non-dealer must either take the up card (that starts the discard pile) or pass. If

he passes, dealer must either take the up card or pass. If he passes too, the non-dealer begins by drawing from the stock. Thereafter, each in turn either draws from the stock pile (face down) or the top card in the discard pile (face up), then discards one card to the discard pile. This continues until one player knocks. If neither has knocked by the time only 2 cards remain in the stock, the game is a draw.

SCORE: If the player who knocks has a deadwood score that is less than his opponent's deadwood, he/she scores the difference between the 2 totals. If all the cards are melded, the player has "**GIN**". A bonus score usually applies. If his opponent has an equal or lower count for deadwood, the opponent not only scores the difference, but also adds a bonus (usually 25) for the undercut. By definition, only the knocker can have **GIN** and he scores the bonus even if his opponent has no deadwood.

Game Scoring:

GAME: Each hand's score is added to the player's previous total until the game score is reached. The game ends when one player reaches or exceeds the agreed upon Game Score. Bonus points, chosen before a game begins, can be given for games, skunks, boxes, gins, and undercuts. Game bonus points are for the overall winner of the game. Skunk bonus points apply if a player won every hand (i.e. his opponent has scored nothing). Box points apply to each hand a player won during the game. Gin bonus points apply when a player knocks with gin. Undercut bonus points are given to the player who made the undercut. Click [Score Pad](#) for complete hand and game scores.

Game Variations:

HOLLYWOOD: This version has a scoring system whereby games are scored in sets of three. For the first hand a player wins, the score is entered in the first game. For the second hand a player wins, the hand score is entered into both the first and second games. For the third hand a player wins, and all subsequent wins, the score is entered in all three games. As the game score is reached in each game, that particular game ends, while the remaining games continue. When all three games are finished, the score is shown as Set. An example of scoring follows:

	Game 1		Game 2		Game 3	
	Ima Right	The Boss	Ima Right	The Boss	Ima Right	The Boss
	7-7		22-22		64-64	
	22-29		64-86		86-150	
	64-93		86-172			
	86-179					
GS	179	(Game Score... in this example, the game score is reached at 175)				
BB	100	(Box Bonus... in this example, 25 points for each hand)				
SB	379	(Skunk Bonus... in this example skunk equals the game score, called double on skunk)				
GB	100	(Game Bonus... for winning the game)				
TOT	758	(Total of the hand points and bonus points)				
-LO		(Total minus the points of the losing player)				

In the first hand, Ima Right won with 7 points.

In the second hand, Ima Right won with 22 points.

In the third hand, Ima Right won with 64 points.

In the fourth hand, Ima Right won with 86 points, which caused Game 1 to reach the game score. Game 1 ended. Games 2 and 3 continue.

If The Boss wins the fifth hand, because Game 1 has closed, his score is entered on the first line under his name in Game 2 (to the right of the score 22-22).

If The Boss wins the sixth hand, his score is entered under his name in both Games 2 and 3.

At this point, scores for both players on all hands will be entered into both Games 2 and 3, until

Game 2 reaches the game score. When Game 2 reaches the game score, Game 2 ends. Scores for each hand will then only be entered in Game 3, until the game score is reached (for Game 3).

Are you confused yet? If so, luckily the game will do the scoring for you.

OKLAHOMA (Ace = Gin): The knock requirement is set to the value of the first up card (the starting card of the discard pile). Example: If a 9 is the first up card, a player must have deadwood of 9 or less to knock. If a 3 is the first up card, the deadwood must not exceed 3. If an ace is the first up card, a player can only knock by having **GIN**.

OKLAHOMA (Ace = One): Same as above, except, if the first up card is an ace, the knock value is 1. The deadwood must not be more than a single ace.

SCORES DOUBLE WHEN FIRST UPCARD IS A SPADE: When the first up card is a spade, all scores double for the winner (including bonuses).

SCORING OPTIONS: The following scores and bonuses may be set within the range indicated.

ITEM	RANGE	DEFAULT	
Game Score	100 -- 300	150	Total points of all hands in a game.
Game Bonus	0 -- 300	150	Bonus points for winning a game.
Skunk Bonus	0 -- 300	150	Bonus points for winning all hands.
Box Bonus	0 -- 50	25	Bonus points for each hand won.
Gin Bonus	0 -- 50	25	Bonus points for having gin.
Under Cut Bonus	0 -- 50	25	Bonus points for undercutting the opponent's knock.

No bonus amount can exceed the value given to the game score. To set the Default values, select Options, Scoring then Default.

RECORDING SCORES: This program will store up to 120 Matches, each match consists of 120 games. The number of hands required to finish a game depends on many variables that may be set in the game.

Start: Click the Start button to begin the game. The cards are dealt, which starts the hand. The caption for this button will change from Start, to New Hand, to Pass, to Knock at the appropriate times in the game. A card shuffle is shown before the cards are deal. If you would rather not see the card shuffle, this feature can be turned off be selecting Options, Card Size. Deselect the Show Card Shuffle check box.

New Hand: Click the New Hand button to start a new hand. The cards are dealt and the new hand is started. . The caption for this button will change from Start, to New Hand, to Pass, to Knock at the appropriate times in the game.

Pass: Click the Pass button to pass (not take) the card showing. This only occurs for the first card after a New Hand is started.

Knock: (right click the discard) Click the knock button when you desire to knock, or knock by right clicking the card you want to discard.

Score Pad: Click the Score Pad button to see the hand and game scores. Hand scores are indicated by 2 sets of numbers. The first set is the actual number of points you gained for each hand shown. The second set of numbers indicates your score total for all the hands played in the game.

Example: 10 - 25 --- This indicates that you received 10 points for this hand and your total points in the game are now 25.

Menu -: Click the Menu button to move the main portion of the menu out of the way. The Menu - caption changes to Menu +. Click Menu + to restore the menu to its full size.

Minimize (-): Click the (-) button to minimize the Gin game. A button will appear on the Windows 95 task bar that will allow you to reinstate the game when desired.

Score - Click the button to move the main portion of the score window out of the way. The Score - caption changes to Score +. Click Score + to restore the score window to its full size.

Game Indicator: Indicates the type of Gin you have selected to play, either Standard Gin or Oklahoma. If a Spade symbol appears to the left of the Type Game, you have selected Double on 1st Spade as an option, and the face up card that starts the discard pile is a spade. This information is duplicated on the hand holder's lower left border.



Music / Sounds: Turn background music on or off and set the background music volume. Turn Comments on or off. If you don't want to hear comments from the computer generated opponent, check this box. However, even when Comments are off, the computer generated opponent will verbalize essential game information.

Game Speed: Change the speed of game play by sliding the Game Speed bar to the faster or slower region of the bar.

Options: Options must be set before the cards are dealt. If the cards have already been dealt, you must complete the current hand before options can be selected. The Options Menu allows you to change the following:

Type Game

Card Deck

Card Size

Scoring

Gin Rooms

Game Info: Shows the type game selected, the type of scoring, and score amounts. NOTE: These items must be change by selecting Options.

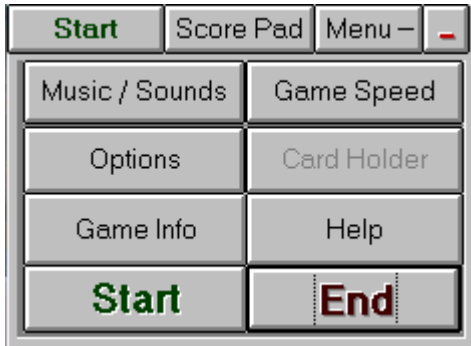
Card Holder: Adjust the card holder's width, height, and either show or hide the bottom cover of the card holder. You can adjust the cards vertically (check box) to show more or less of the bottom row of cards.

Help: Opens the main Help window.

End: End the program

Main Game Menu:

The Game Menu (upper right corner set of boxes) is the main game interface menu (what is used to change things), while playing the game. Click any button for additional information.



System Requirements and Settings:

This program requires:

Windows 95, 98 or NT

Pentium processor (133 mhz min suggested)

Hard drive with 10 megs space (requires approximately 5 megs additional space for each opponent group installed)

16 Megs Ram

High Color (16 bit) color palette in 800 x 600 screen mode.

Screen modes higher than 800 x 600 are acceptable

24 or 32 bit color are acceptable

Optional

MPEG player (required to hear digitized voices and sound effects (Net Show V2.0 is available from <http://www.accidental.com/> as a free download.)

Direct X (direct sound needed to hear some card sounds)

Getting a Complete Game:

This program is distributed as shareware. In order to reduce the file size for reasonable internet downloads, only one character is supplied with the shareware program. Additional characters can be added by downloading and installing the file "c1bcd.exe". This file also contains the remaining 3 characters from character group 1. The remaining 3 characters **will not** be available in the game until it is registered even if the file "C1bcd.exe" is downloaded and installed.

The file "C1bcd.exe" is available on our internet site at Accidental.com or search the net for this file and download from an alternate site if desired.

Additional character groups may be available in the future for download. Check our site at <http://www.accidental.com> for more information.

Additionally, more game rooms may be available, in the future, as downloads from our site.

CD-ROM:

This game is available from Accidental Software on CD-ROM.. The CD-ROM contains the complete game plus all opponents and conversation for Opponent Group 1. See [Registration Information](#).

Product Support

Technical support 1-760-247-2804 Monday to Friday 9:00 AM to 4:00 PM PST
(except holidays)

or

Email support@accidental.com

Sound Problems

This program use MPEG compressed sound files to reduce the archive size for quicker downloads. If you don't hear any sounds when the program runs, your computer probably doesn't have a compatible MPEG compliant package installed.

Microsoft offers a free MPEG player for internet download. This file size for this program (NetShow v2.0) is approximately 1.4 megs. When this program is downloaded and installed on your computer, you will have compatible MPEG compliant audio and the sounds for this program will work. NetShow is available from accidental software's at <http://www.accidental.com/> on the Ultimate Gin III page.

This program will operate without the sounds, but a more satisfactory program is derived when sounds are enabled.

Background Music

If you select background music but are unable to control the music volume with the control provided in the game, you may be able to adjust the level of volume by changing the volume level of the Midi choice in the windows volume settings. Double click the speaker icon in the windows tray to use the Windows volume controls. If the background sound levels can not be adjusted satisfactorily, deselect background music.

Direct X (direct sound)

Sounds associated with card movement and selection are wave files that function through direct sound drivers. If you don't have direct sound installed on your computer, you will not be able to hear the card sounds. Direct sound is a part of the Microsoft supplied Direct X game software. If you have any win 95 specific games installed on your computer, you most likely have the direct X game software installed. Since these drivers are quite large they may not be available on the net for download. If you purchase Ultimate Gin II on CD-ROM, these drivers are supplied on the game CD.

Local Area Network

1. Local area networks. Ultimate Gin III can be set up to work on your local area network if you have a TCP/IP protocol installed. You will need an Ultimate Gin III server. The gin server will need to be set to the network IP Address of the machine it resides on (simply enter the IP Address into the IP Address box). The first time an Ultimate Gin III game is run as a member of the network, the IP address of the network will need to be entered into the game from Ultimate Gin III. Once this is done, anyone on the local area network can select another from the network to play gin.

NOTE: Each computer in the LAN that wants to use Ultimate Gin MUST have it's own unique IP Address specified for the LAN.

2. Local area Ultimate Gin III servers are available from Accidental Software. Contact Accidental Software "support@accidental.com" for details.

Internet Servers.....

3. Currently only the Ultimate Gin III master server is on line for the internet. This master server is located in San Diego, California. We hope to make Ultimate Gin III slave servers available to those interested. This will allow players to choose between servers and make the list of potential gin partners very large. Additionally, slave servers could be set up to service specific regions of the U.S. or even countries abroad. those interested in placing a gin slave server on line should contact accidental software via Email address "support@accidental.com". Requirements for placing a Gin III slave server on line are.....

24 hour connection to the internet via a single IP Address.
Windows 95, 98 or NT.

Checking the Internet Connection with Ping

The ping function provides a means to judge the quality of your internet connection for the current gin game. The Signal Latency bar shows the amount of delay time you are experiencing between your computer and your opponent's computer. The Data Integrity bar lets you determine how much of the data being transmitted between computers is getting lost in the signal.

Signal Latency. The less signal latency, the better. An average connection will show a signal latency from approximately 10 to 30 percent of the scale. A larger signal latency is OK as long as the Data Integrity bar stays at 100%.

Data Integrity. The Data Integrity scale should always be at 100%. If it is less than this the gin game may work for a time, but will eventually lose some data causing the games to get out of sequence with each other. When this happens, the Gin game will no longer function and both players will probably have the same game message displayed while each is waiting for data that has been lost in the connection.

Tracing the Internet connection between computers. If the Data Integrity bar is less than 100%, or the Signal Latency is high, the connection between computers is probably bouncing off a large number of computers in route. Windows provides a DOS program designed to trace the connection and display the IP addresses the signal is relayed through. This program is "Tracert.exe", The Ping function will start this program for you with the correct parameters if you want to check this routing to see how many computers are relaying the data between the two connected computers.

Using the trace function. Place the cursor over the bottom edge of the Ping box, hold down the left mouse button and drag the box edge down to expose the Trace route to IP Address button. Click this button to start the Tracert.exe program. Disregard the Signal Latency and Data Integrity bars during the trace. The trace will show the connection between your computer and the computer using the IP Address shown in the Connected to line at the top of the Ping box. *When trace is used, neither Gin player should make any moves in the Gin game as the signal may be interrupted during the trace and cause the Gin game to quit working properly.*

NOTE: If your windows installation does not have the program "Tracert.exe" in the windows folder, this feature will not function.

Other Features.

Ping Address. You may enter a different IP Address into the white box above this button to find the Signal Latency and Data Integrity of that connection if desired. You must be on line, this will not work for a LAN connection unless the computer is also on line.

Reset. Click this button to Reset the Ping to the original connection (i.e. the IP Address of your gin partner).

Ping problems. If you receive the message “Socket type not supported”, your winsock implementation does not support ICMP (RAW) sockets and the Ping function will not work on your computer.

