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# Introduction

Welcome to the Labachi' Gaming System(LGS). LGS is not just a single game, but is able to play many different games. These games can be designed by using the Labachi' game designer(LGD) program which is included with LGS. When you play LGS, you play against three computer players. These players are chosen by you. Each player has his/her style of playing and different strategies. Players will also make comments throughout the game\*.

The main objective of all the games is to discard all your cards before your opponents. Each game will have its own level of difficulty, and each computer player will have his/her own skills.

LGS comes with two games and three players. More games and players are available when you register with the author.

\* Comments require a sound board

# System Requirements

## Requirements:

- 386 or better CPU
- Mouse
- Windows 3.1 or better
- 4 meg hard disk space

## Recommended

- Sound Card ( To hear the Players comments)

# Getting Started

[Screen Overview](#)

[Choosing Players](#)

[Playing the Game](#)

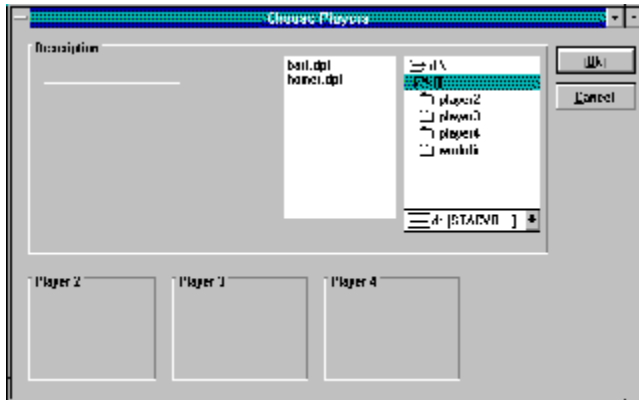
# Screen Overview



Click on an area of the screen ....

# Choosing Players

The choose player screen appears as follows:



## Load a Player

To load a player, double click on the players file in the file box. A picture of the player will appear in the Player description area. If you wish to select this player, drag the picture to one of the open player areas.

All player area must be filled to return to the game. After all areas are filled, click the OK button to return to play.

# Playing the Game

## Object of each game:

The object of each game is to discard or give away all your cards, before an opponent is able to do so.

## Deciding which card to play:

To be able to play a card, the card must be of the same group, or the same value of the card that was last discarded to the discard pile. The only exceptions are the Wild cards .

There are two ways to tell if a card is playable.

1- The view cards screen will display the word "Discardable" when the mouse cursor passes over the card.

2- Single Click on the card. After single clicking on the card the card will be displayed above the other cards. If it is playable, a gray button will appear to the right of the card with the words "Discard"

## Playing a card

Single click on the card. After single clicking on the card, the card will be displayed above the other cards. If it is playable, a gray button will appear to the right of the card. Click on the button.

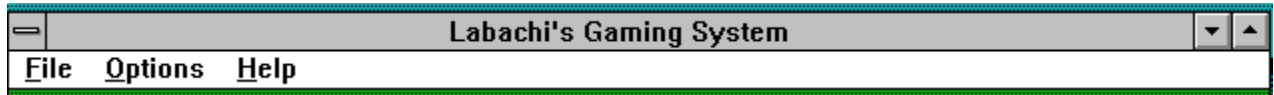
## End of a hand:

When one of the players has no cards left, the Score screen will appear. This signals the end of a hand, the game will continue until a player has a score greater then 500.

## End of Game

All games will end when a player has a score greater than 500. The player with the lowest score is the winner.

# Menu





## Receive for registering

When you register you will receive the following:

- Current version of LGS
- New and Improved Game designer
- Player Designer
- New games
- New players
- Installation program
- Ability to run card games by double clicking on a cardset
- Free update when the next version is available.

You will also receive a list of games and players that are available at the time of your registration. These game disks and player disks are available for a \$5 each.

## Special Offer

Design an original new game and send it to the author, you will receive a free game disk. Use the Labachi's game designer to design a new game. Send it to the author along with your registration. You will receive a new game disk along with your registration.

Your name and Game description for the game will be distributed along with the game to other players. The game submitted will be used as shareware , so other players can enjoy your work.

Note: The game will be tested for playability, the game must work in order to receive a new game.

# Registering

To register Labachi's gaming system:

[Receive for registering](#)

Click on Help|About from the main menu of LGS. Then choose the Register button on the About Box. Fill the form with the appropriate information, and Send Check or Money Order for \$25.00 to:

Wesley Laubach  
62 Dorrance Ave  
Wyoming, Pa 18644

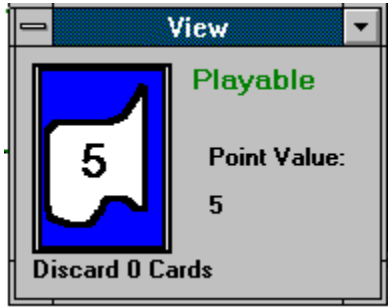
All programs are shipped on 3.5 inch disks, unless otherwise requested.

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## **Blinking Arrow**

An arrow flashing on the screen, represents you must choose cards from that player. The number of cards depends on the draw card played. The arrow will stop blinking when all cards are chosen.

# Card Viewer



The Card Viewer is useful for finding which cards are playable for the last card discarded.

## **Card Picture**

Picture of the card the mouse pointer is currently pointing to.

**Card Action**

Shows the action of the card.

## **Card Playable**

Shows if the card can be played.

If the card is playable the word "PLAYABLE" will appear in this area.

If this area is blank, the card cannot be played.



## **Card Point Value**

Shows the point value of the card

## **Direction of play indicator**

If the arrow is pointing:

Clockwise - play will proceed in a clockwise direction.

Ex . Player one is the current player , the next person to play is player two.

Counter Clockwise - play will proceed in a counter-clockwise direction

Ex Player one is the current player, the next person to play is player four.

**Discard Area**

After Player one clicks on a card to play, the card is shown in this loaction before discarding.

Discarded Cards - Cards that have been played.

## **Draw Cards**

The cards that have not been played. [Click here](#) to draw a card from the deck.

# Menu Commands

## File

### ***New Game***

The new game menu options start a new game.

### ***Load Card Set***

The Load Card Set menu options is used to load a different game into LGS. When the File Open Dialog box appears, choose the game file you wish to play. The new game will be loaded into LGS. The score will reset to zero and new cards will be dealt.

### ***Define Cards***

The Define Cards menu option is used to call the Labachi Game Designer program. All changes in the current game will not affect the current game until the game is reloaded with the Load Card Set Option.

### ***Choose Players***

The Choose Players menu option is used to select new players.

# Menu Commands

## Options

### ***Sort Cards***

The Sort Cards menu option will sort the cards.

Order of Sort:

- Group
- Point value of card

## ***Sounds***

Paragraph

### ***Card Viewer***

The Card Viewer menu option will turn off or turn on the card viewer.

For more information:

[Card Viewer](#)

### ***Game Speed***

The Game Speed menu option will allow you to adjust the speed of the game.

Move the slider left to slow down, right to speed up game play.

# Menu Commands

## Options

### **Sort Cards**

The Sort Cards menu option will sort the cards.

Order of Sort:

- Group
- Point value of card

### **Sounds**

The Sounds Cards Menu Option is used to turn sounds off or on.

Player Sounds - Toggles the player comments

Opening Music - Toggles the open music or sound

### **Card Viewer**

The Card Viewer menu option will turn off or turn on the card viewer.

For more information:

[Card Viewer](#)

### **Game Speed**

The Game Speed menu option will allow you to adjust the speed of the game.

Move the slider left to slow down, right to speed up game play.



## **Player Drop Area**

Drag the picture of the player to one of the open Player areas.

**Player File Area:**

Double click on a players file(\*.dpf) to load the player.

**Player Picture Area**

A picture of the player will appear here, when a file is double clicked in the Player File Area

These are your cards.

Player number two's cards.

Player number three's cards

Player Number four's Cards.







