

# ONE For Windows Version 1.02

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## Help File Index

Welcome to the ONE For Windows Version 1.02 help file. Be sure to use this feature whenever you have any questions about ONE.

- [Legal Stuff](#)
- [Playing ONE](#)
- [Menu Bar Options and Option Screens](#)
- [Registering ONE](#)
- [Registration Form](#)

# Legal Stuff

This is boring, no-fun verbage that we'd really rather not include, but our attorney says we must for our own protection. Please take the time to read and fully understand the licensing agreement before using this software.

- [Acknowledgements](#)
- [Evaluation Version License Agreement](#)

# Acknowledgements

The game concept of ONE For Windows Version 1.02 is derived from the popular card game UNO.

UNO is a trademark of Mattel Corporation.

# Evaluation Version License Agreement

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# Playing ONE

The nuts and bolts of playing ONE.

- [Rules Of The Game](#)
- [Using The Mouse and Message Boxes](#)
- [Screen Control and Crazy Clock](#)
- [Scoring](#)

# Rules Of The Game

ONE for Windows Version 1.02 is based on the popular card game UNO (UNO is a registered trademark of Mattel Corporation).

## OBJECT:

Points are scored by ridding yourself of all cards in your hand before your opponents. The hand is complete whenever someone "goes out" (by playing all of their cards until none remain in their hand). If you are the player who "goes out" the point values of cards left over in your opponent's hands are added to your score. You win the game by reaching or exceeding the game points (500 points is the default, you can set this in the parameter screen to whatever you want).

## IN THE DECK THERE ARE:

A total of 108 cards; 19 Blue cards - 0-9, 19 Green cards - 0-9, 19 Red cards - 0-9, 19 Yellow cards - 0-9, 8 Draw Two cards - 2 each in blue, green, red and yellow, 8 Reverse cards - 2 each in blue, green, red and yellow, 8 Skip cards - 2 each in blue, green, red and yellow, 4 Wild cards and 4 Wild Draw Four cards.

## ONE IN SUMMARY:

Each player is dealt 7 cards with the remaining ones placed face down to form a DRAW pile. The top card of the DRAW pile is turned over to begin a DISCARD pile. The first player has to match the card in the DISCARD pile either by number, color or word. For example, if the card is a red 7, the player must discard a red card or any color 7. Or, the player can throw down a Wild card. If the player doesn't have anything to match, he must pick a card from the DRAW pile. If he can play what is drawn, great. Otherwise, the player passes and play moves to the next person.

When you have two cards left and are about to play one, leaving only one card in your hand, you must declare ONE (signifying that you have only one card remaining in your hand). Failure to do this results in your having to pick two cards from the DRAW pile. This is, of course, if you get caught by the other players (and you ALWAYS get caught by the computer players!)

Once a player has no cards left, the hand is over. Points are scored and

the next hand is dealt. That's ONE in summary.

#### CHOOSING A DEALER:

The computer chooses an initial dealer at random. Player to the left of the dealer starts play. The deal is then rotated to the left for each new hand played.

#### STARTING THE DISCARD PILE:

If a word card is the first card turned over from the DRAW pile, this is what happens:

Wild Draw Four - It's put back into the deck and another card is chosen.

Wild Card - The player to the left of the dealer chooses a color then plays.

Draw Two Card - The player to the left of dealer must pick two cards and then play moves to the next player.

Reverse Card - The dealer plays first, but play then goes to the right instead of left.

Skip Card - The player to the left of the dealer is skipped and play moves immediately to the next player.

#### WHAT "WORD" CARDS MEAN:

The following cards are considered "WORD" cards and are used as explained below -

Draw Two - When this card is played, the next person to play must draw 2 cards and lose his turn.

Reverse - Reverse direction of play. Play to the left becomes play to the right, and vice versa.

Skip - The next player to play loses his turn and is "skipped".

Wild - This card can be played on ANY card. The person playing the card calls any color to continue play, including the one presently being played if desired. A Wild card can be played even if the player has another playable card in his hand.



Wild Draw Four - This is the best, the nastiest, the most tricky card to have. Not only does the player get to call the next color played, but the next player has to pick 4 cards and lose his turn. You can only play this card when you don't have a card in your hand that matches the COLOR of the card previously played. (A player may have a matching number or word cards of a different color in his hand and still play his Wild Draw Four card).

#### ENDING THE GAME:

The game is over when one player plays his last card. If the last card is a Draw Two or Wild Draw Four card, the next player will draw the two or four cards. These cards are counted when points are totaled.

If the DRAW pile is depleted and no one has gone out, the discarded cards are reshuffled into the DRAW pile and play continues.

## Using The Mouse and Message Boxes

The central message box in the middle of the green playing area conveys all pertinent messages to the player. It tells you what each player is in the process of doing and prompts you during your turn. Watch this box for messages and prompts during play. If the messages disappear too quickly, change the DELAY TIME parameter in the PLAYING OPTIONS screen to a higher number to slow the messages down.

The mouse is your interface to the game. Click on the menu bar, menu options, etc. to select various options and initiate the game. Use the left mouse button to click on any desired item you may wish to choose and/or cards you wish to play from your hand.

The option buttons used for game play are located in the main green playing area. Various play buttons or sets of buttons will appear in this central play area according to the options available. Simply follow the labels on the buttons and/or the accompanying message(s) in the message box to make the desired play(s).

## Screen Control and Crazy Clock

You cannot maximize or resize the screen in ONE. You may minimize the screen with the "down arrow" in the upper right corner of the screen to put ONE down on the desktop. It is better however, to position the cursor anywhere on the green playing area of the screen and push the right mouse button. This activates Crazy Clock - the ONE playing area will be removed from the screen and the Crazy Clock will appear on the desktop. To return to ONE, click on the "Smily Face" icon with the left mouse button - Crazy Clock will be deactivated and you will be returned to the game. You may let Crazy Clock run indefinitely, and may even initiate Crazy Clock without a game in progress. (This feature also serves as a very nice "boss key" function, since you can trigger it quickly with the mouse!)

(NOTE: ONE is designed to be run at a standard 640x480 VGA screen resolution. Running ONE at other resolutions may result in strange display results.)

# Scoring

How ONE keeps score.

- Scoring Rules
- Determining The WINNER

# Scoring Rules

Be sure you have read the RULES OF THE GAME section, which generally describes how ONE is played and the point values of individual cards.

## SCORING:

There are two screens associated with scoring, as described below.

### The SCORES FOR THIS HAND Screen:

After each hand has been completed (whenever a player has "gone out" - meaning he has played all of his cards), you will first see the SCORES FOR THIS HAND screen which is where the hands and points remaining are displayed for the players who are still holding cards. Total counts for each hand are computed and displayed here, along with the total points scored by the player that went out. Points are calculated as follows (individual card values are displayed above each card in red):

- All cards 0-9 - Face Value
- Draw 2 - 20 points
- Reverse - 20 points
- Skip - 20 points
- Wild - 50 points
- Wild Draw 4 - 50 points

After you are done viewing this screen, click on the "OKAY" button. (Please note that once you do click on the "OKAY" button to proceed, this screen CANNOT be redisplayed for that particular hand).

### The SCORESHEET Screen:

The next screen displayed is the SCORESHEET screen. This screen contains three columns containing scoring data for the current game in progress.

The first column on the SCORESHEET shows each player's score forwarded from previous hand(s) played during the game in progress.

The second column on the SCORESHEET shows the number of points scored or held on the last hand completed. Only one player actually scores any points after each hand is completed - the player who went out. His score for that hand is the cumulative number of points that all other players held in their hands at the time he went out. These points are added to the total score of the player who went out (which is displayed in

the third column, see below). That player's score in the second column WILL NOT have parentheses around it. All other scores WILL have parentheses around them, indicating the total number of points each of the losing players were still holding in their hands. (Please note that scores in parentheses ARE NOT deducted from total scores - they are merely to indicate for informational purposes the number of points held in the last hand completed.)

The third column on the SCORESHEET shows each player's total points scored in that game. In the case of player who went out the last hand completed, this column will be a total of Column 1 + Column 2. For the other players, this will simply be a carryover of the total shown in Column 1.

The line at the bottom of the SCORESHEET screen shows the number of points needed in the current game to go out. When someone has won the game, a message will be displayed below this line.

After you are done viewing this screen, click on the "OKAY" button. (Please note that you may redisplay the SCORESHEET screen at any time by selecting the DISPLAY SCORESHEET option under the FILE menu).

## Determining The WINNER

The line at the bottom of the SCORESHEET screen shows the number of points needed in the current game to go out. When someone has won the game, a message will be displayed below this line. The WINNER is the first person whose score equals or exceeds the game total points, which is set in the PLAYING OPTIONS screen (500 points is the default, see MENU BAR OPTIONS AND OPTION SCREENS section).

# Menu Bar Options and Option Screens

This section covers the options on the menu bar as well as the screens displayed by some of these options.

- The FILE Menu
- The OPTIONS Menu
- The HELP Menu



## The FILE Menu

DISPLAY SCORESHEET - displays the SCORESHEET screen. Select this option to view the current scores for the game in progress.

START NEW GAME - starts a new game if no game is in progress. If a game is in progress, this option is unavailable.

TERMINATE PRESENT GAME - terminates the game in progress. If no game is in progress, this option is unavailable. (Note - if you terminate the present game while a computer opponent is playing, the game allows that player to finish his turn before terminating the game.)

EXIT - exit ONE and return to Windows.

# The OPTIONS Menu

Use these screens to select the options you prefer when playing ONE.

- [The Playing Options Screen](#)

# The Playing Options Screen

This screen allows you to set the parameters used during game play. The following parameters may be set as follows:

**PLAYER NAME** - Enter your name. The game will refer to you as "PLAYER 1" during play if you elect not to change this field. (NOTE: This parameter cannot be changed in the Evaluation version of the program and will always default to "PLAYER 1".)

**GAME POINTS** - Enter the number of points that must be scored to end the game. This value **MAY NOT** be changed while a game is in progress. The default is 500 points.

**PAUSE INTERVAL (1-9, SECONDS)** - Use this option to adjust the pause intervals (in seconds) used during message displays. This can be useful for slowing down the messages on faster systems. Entering a 1 gives the fastest pauses, 9 gives the slowest. The default value is 2 (seconds).

**VERIFY CARDS** - Select "Yes" or "No" for card verification. If "Yes" is selected, a query box will appear each time you select a card for play allowing you to affirm that you in fact do want to play that particular card. If "No" is selected, the selected card is played **IMMEDIATELY** and your turn is over. Selecting "No" speeds game play, but "laid is played" and you have no recourse. (NOTE: This parameter cannot be changed in the Evaluation version of the program and will always default to "Yes".)

## The HELP Menu

INDEX - Displays the help file index.

ABOUT - Displays the "About ONE" screen.

## Registering ONE

We hope you enjoy ONE, and urge you to purchase the registered version of the program if you plan to continue using ONE beyond the 30 day trial period. (If you have not done so, please read the Evaluation Version license agreement contained in the LEGAL STUFF section of this document. Also, please be sure you fully understand the license agreement before using this software.) Naturally, all menus and options are fully functional in the registered version, and those annoying "nag" screens are eliminated as well.

To receive your registered version, simply mail a check or money order for \$15.00 (U.S. funds only, please - includes shipping and handling) to the address shown below. Please print out the order form, and be sure to state whether you prefer a 3.5" or 5.25" diskette (also add \$1.00 if you require a high-density diskette). Please mail your order to the address shown below:

Dean Software  
4914 78th Avenue  
Hyattsville, MD 20784

You may also use the above address if you wish to contact us for any other reason, or call us at (301) 577-1902 (voice). Please leave a message if you get the answering machine, we will return your call as soon as possible.

Thank you once again for supporting the shareware software concept.

# Registration Form

Please print out and use this form when ordering ONE. To print this form, go to the FILE menu and select PRINT TOPIC.

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ONE For Windows Version 1.02  
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Name: \_\_\_\_\_

Address: \_\_\_\_\_

City: \_\_\_\_\_

State: \_\_\_\_\_ ZIP: \_\_\_\_\_

Telephone: \_\_\_\_\_ - \_\_\_\_\_ - \_\_\_\_\_

Where did you hear about ONE For Windows? \_\_\_\_\_

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DISKETTE INFORMATION  
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Please check the desired choice for your software diskette. The registration fee is \$15.00 (U.S. funds only, includes shipping and handling). Make sure to add \$1.00 to your order total if you want a high-density diskette:

5.25" DD (360K) [ ]                      5.25" HD (1.2M ) [ ] (Add \$1.00)

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Please send this completed form, along with your check or money order to:

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