

# Scat For Windows Version 1.00

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## Help File Index

Welcome to the Scat For Windows Version 1.00 help file. Be sure to use this feature whenever you have any questions about Scat.

- [Legal Stuff](#)
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## 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.

- [Evaluation Version License Agreement](#)

# Evaluation Version License Agreement

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# Playing Scat

The nuts and bolts of playing Scat.

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

# Rules Of The Game

Scat for Windows Version 1.00 is based on the traditional (albeit somewhat regional) card game Scat.

Each player begins the game with four "kitty coins" (\$4.00).

Scat is played with a regular 52-card deck. At the beginning of the game, the program randomly picks names for your computer opponents and also picks the first dealer at random.

The deck is then shuffled, and each player is dealt three cards. Play begins with the player to the immediate left of the dealer, and proceeds around the table in a clockwise direction.

Each card's point value (except Tens, Face Cards and Aces) is the same as its face value. Tens, Jacks, Queens and Kings are 10 points. Aces are eleven points.

The object is to try to get 31 points, which is "Scat" - from which the name of the game is derived. In order to get Scat, you must hold the Ace of a suit along with two other ten-point cards (a Ten, Jack, Queen or King). Remember, all three cards MUST be of the same suit!

Alternatively, if the total count of the cards you are holding (which are of the same suit) are equal to or greater than twenty-one (21) points, you may "Knock". Once a player Knocks, play proceeds around the table for one more round back to the Knocker. At that point, all hands are shown, and the player with the lowest score loses one "kitty coin" (\$1.00). (For details on scoring, see the SCORING section)

When a player is out of coins, he must drop out of the game. The last remaining player wins the game.

# General Strategy

One important point - this game is a combination of luck and skill. Much depends on how good the cards dealt to you are. Likewise, the luck of the draw and what cards other players discard are big factors.

The general strategy is this; at each turn, you may either draw a card from the Deck OR take the top card on the Discard pile. Try to start improving your hand, first by getting cards of the same suit, and then (of course) trying to get the Ace and two ten-point cards of that suit.

You may not always be able to do this. Remember, it is possible that another player is also trying to build the same suit. Try to watch what suit the other players are discarding.

If you can Knock early in the hand, it is often advantageous to do so since the other players have had less of a chance to improve their hands. In other words, the longer the hand goes, the greater the chance an opponent will get Scat OR be holding a hand with a high point count.

## 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.

When it is your turn to play during the game, simply click on the Deck card if you wish to draw a card from the Deck, or click on the Discard card if you wish to take the Discard card. The drawn card or the discard card will then move to a position immediately to the right of your hand.

Once you have drawn a card or taken the discard, you may do one of two things. You may click on a card in your hand to discard it and retain the drawn card or the discard card. Otherwise, if you wish to discard the drawn card (in other words, it is of no use to you or does not improve your hand), simply click on the drawn card (the card displayed to the right of your hand) to discard it. (Obviously, you would never ordinarily take a card from the Discard pile and then subsequently discard it.)



## Screen Control and Crazy Clock

You cannot maximize or resize the screen in Scat. You may minimize the screen with the "down arrow" in the upper right corner of the screen to put Scat 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 Scat playing area will be removed from the screen and the Crazy Clock will appear on the desktop. To return to Scat, 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: Scat is designed to be run at a standard 640x480 VGA screen resolution. Running Scat at other resolutions may result in strange display results.)

# Scoring

How Scat keeps score.

- Scoring Rules
- Determining The WINNER

# Scoring Rules

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

## SCORING:

Point values:

2 - 9 .....	Face value
Ten, Jack, Queen, King .....	10
Ace .....	11

Once a player has Scat OR a player has Knocked and play has gone around the table one final time, all hands are displayed and the score for each hand is displayed next to the respective player's name.

(NOTE: If a player Knocks and another player gets Scat during the final round, the player with Scat wins the hand.)

If a player has Scat, all of the other players each lose one "kitty coin" (\$1.00).

If a player has Knocked, the player with the lowest score loses one "kitty coin" (\$1.00). If more than one player has the lowest score, each player with that score loses.

**BEWARE!** If you Knock and have the lowest score, YOU lose a "kitty coin" (\$1.00)! If any other players have the same (lowest) score as the Knocker, they DO NOT lose any coins in this case! This is an additional penalty to the player who Knocked for having the lowest score!

## Determining The WINNER

When a player is out of coins, he must drop out of the game. The last remaining player wins the game.

# 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 TUTOR Menu

## The FILE Menu

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 Scat and return to Windows.

# The OPTIONS Menu

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

- [The Card Backs Screen](#)
- [The Playing Options Screen](#)

## The Card Backs Screen

This screen allows you to set the card back that will be displayed during game play. Simply click on the back you desire, then click on the OKAY button. (NOTE: This parameter cannot be changed in the Evaluation version of the program.)



## 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, if desired. The game will automatically 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".)

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).

## The HELP Menu

INDEX - Displays the help file index.

ABOUT - Displays the "About Scat" screen.

## The TUTOR Menu

DEMO GAME - Select this option if you wish to watch the three computer opponents play without you. All cards will be displayed so you may observe the playing strategy employed by the computer opponents.

LEARN GAME - Selecting this option allows you to play a regular game, except all cards are displayed for you to see. Again, this is useful for learning the game and observing the playing strategy employed by the computer opponents.

## Registering Scat

We hope you enjoy Scat, and urge you to purchase the registered version of the program if you plan to continue using Scat 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 Scat. To print this form, go to the FILE menu and select PRINT TOPIC.

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Scat For Windows Version 1.00  
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Name: \_\_\_\_\_

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

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

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

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

Where did you hear about Scat 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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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.

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