Whist For Windows Version 1.00 ![Whist icon]

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HELP File Index

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

- Legal Stuff
- Playing Whist
- Menu Bar Options and Option Screens
- Registering Whist
- 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.

- Evaluation Version License Agreement

Evaluation Version License Agreement

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Playing Whist

The nuts and bolts of playing Whist.

- Rules Of The Game
- Scoring
- Rules and Scoring - non-traditional bidding allowed game
- General Playing Strategy
- Using The Mouse and Message Boxes
- Screen Control and Crazy Clock

Rules Of The Game

WHIST IN SUMMARY:

Whist for Windows Version 1.00 is based on the traditional card game of Scotch Whist. (Scotch Whist is also known as Catch The Ten in some areas.) This game embodies all of the fun of a trump game with the added simplicity of eliminating the bidding process typically associated with trump card games.

(Additionally, we decided to add a "BIDDING ALLOWED" option to enhance the traditional game. We suggest that you begin with the traditional game, especially if you are unfamiliar with trump and bidding games. However, the choice is yours and you may play either version as desired. See the RULES AND SCORING - NON-TRADITIONAL BIDDING ALLOWED GAME section for further information.)

OBJECT:

Try to score points by capturing as many tricks and trump cards as possible. Captured trump cards have specific point values. You may also score bonus points by capturing more than 18 cards within a hand. The traditional game is played to 41 points. (See SCORING section below.)

THE DECK CONSISTS OF:

A regular 52-card deck stripped down to 36 cards, ranging from the Ace down through the six of each suit.

CHOOSING A DEALER:

At the beginning of each game, the deck is shuffled and all players draw (cut) cards to determine the first dealer. The highest card drawn deals first. If two players draw highest cards of the same value, the deck is reshuffled and all four players draw again. During the course of the game, the deal progresses clockwise (to the left) around the table as each hand is completed.

THE DEAL:

Each player is then dealt 9 cards. The dealer's last dealt card is flipped

face-up (displayed) and the suit of the displayed card becomes trump. The displayed card is then returned to the dealer's hand.

GAME PLAY:

The player to the left of the dealer leads first. That player may lead anything he desires. Whoever takes the trick leads for the next trick.

Non-trump cards rank as usual, with the Ace being the highest, followed by the King, Queen, etc. down through the six. In the trump suit, the Jack is the highest, followed by the Ace, King, etc. down through the six.

Non-trump cards score no points (unless you score bonus points, see the SCORING section below).

Trump cards also rank as usual with one exception; the Jack of the trump suit is the highest ranking card IN THAT SUIT ONLY (in other words, if the Jack and the Ace of trump fall on the same trick, the Jack takes the trick). As stated previously, all other cards in the trump suit rank as usual.

The point values for trump cards are as follows:

    Jack   - 11 points
    Ace   - 4 points
    King   - 3 points
    Queen   -   2 points
    Ten   - 10 points

    (There are 30 total points in trump.)

The alternative name of Catch The Ten is derived from the high point value of the ten of trump card.

The player to the dealer's left leads - he may lead any card he chooses. Play proceeds around the table in a clockwise manner (to the left).   Each player plays a card in turn.   Players must follow the lead suit if possible. If a player does not hold the lead suit, he may play a trump (in hopes of taking the trick) or throw ("slough") an off-suit card (i.e., any card that is not trump).

ENDING THE HAND:

After the last trick has been taken, the each player's scores are totaled and then the Scoresheet screen is displayed.   See SCORING section

below.

Scoring

How Whist keeps score.

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Scoring Rules

Be sure you have read the RULES OF THE GAME section, which generally describes how Whist 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, you will first see the SCORES FOR THIS HAND screen. Total counts for each hand are computed and displayed here, along with the total points scored by each player. Points are calculated as follows (individual card values are displayed above each card - please note that ONLY trump suit cards are actually displayed - off-suit and bonus point cards are NOT displayed):

  Cards of Trump suit:

     Jack   - 11 points
     Ace   - 4 points
     King   - 3 points
     Queen - 2 points
     Ten   - 10 points

    (There are 30 total points in trump.)

  Bonus points:

     1 point for each card taken in excess of 18 total cards.

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 by each player on the last hand completed.

The third column on the SCORESHEET shows each player's total points scored in that game.   This column will be a total of Column 1 + Column 2. For players who scored no points in the hand just completed, 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. (The GAME POINTS parameter in the PLAYING OPTIONS screen controls when the game is over. The traditional game plays to 41 points, which is the default.) When someone has won the game, an additional message will also 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. (The GAME POINTS parameter in the PLAYING OPTIONS screen controls when the game is over. The traditional game plays to 41 points, which is the default.) When someone has won the game, an additional message will also be displayed below this line.

Rules and Scoring - non-traditional bidding allowed game

The traditional game (which is the default) does not allow bidding - instead, the dealer's last card dealt is displayed and that suit becomes trump.

In order to make the game a little more interesting (especially for more experienced players), an ALLOW BIDDING option has been added to the PLAYING OPTIONS screen. Naturally, rules have to be provided for this scenario, as follows.

After the deal, the player to the left of the dealer opens the bidding process. Each player in turn may either make a bid of how many tricks they think they can take during the hand about to be played OR they may "pass" (elect not to make a bid). A "bidding box" will appear for the human player; you may enter your bid by either typing a single digit corresponding to your intended bid or you may use the "+" and/or "-" buttons until the bid you wish to make appears in the entry box. A bid of 0 (zero) means you want to pass - otherwise, you may bid anything between 1 and 9 (although your bid must be higher than any previous bids if you are not the first bidder). The player with the highest bid then gets to name the trump suit and play proceeds as normal with the player to the left of the dealer leading.

The hand is then played out in the usual fashion. Scoring is also carried out in the usual fashion with one exception; if you are the bidder and do not make your bid (in other words, do not take as many tricks as you bid), you automatically lose 25 points NO MATTER HOW MANY POINTS YOU ACTUALLY SCORED.

As an example, let us say that you bid four (4) and name clubs as trump. The hand is then played, and during the course of the hand you take home the Jack and Ace of clubs in two separate tricks, but take no more additional tricks (a total of eight cards). Even though the Jack scores 11 points and the Ace scores 4 points (for a total of 15 points), you are NOT awarded those 15 points. Instead, 25 points is deducted from your score as a penalty for losing the bid. If this happens early in the game or numerous times, you can end up with a negative score. This penalty is intended to discourage frivolous bidding and "spite" bids (bids made simply to prevent another player from winning the bidding process), so bid with care - penalty points can be difficult to make up.

The rest of the game is played as usual.

General Playing Strategy

OVERALL

The main thing that makes this type of game so much fun is the infinite number of variables that makes each hand unique. Hopefully, these general suggestions will help you get started. Still, as in so many other things, playing experience is the best teacher.

Generally speaking, the trump suit and how many cards you hold in that suit drives your playing strategy. Since only the five highest trump cards score points, you stand little or no chance of scoring anything (even bonus points) without at least a couple of trump in your hand.

The Jack (11 points) and Ten (10 points) of trump offer you the best chances of scoring many points in a given hand. If you hold the Jack of trump (even alone), you will score a minimum of 11 points in that hand since it is the highest card in the deck and cannot be taken by anything else. The Ten of trump, on the other hand, usually has to be made "good" (i.e., protected until it is the highest remaining trump). If you hold the Ten of trump and one or two smaller trump, you can play your smaller trump when trump is lead. If you happen to have the lead, you can lead your small trump to draw the larger trump out of your opponents hands. You can also sometimes get the Ten of trump "home" by taking an off-suit trick with it if you are "void" (holding no cards of that suit) in that particular off-suit. You may even consider losing the Queen or King of trump to the Jack or Ace if you can make the Ten of trump good. If you hold the Ten of trump alone, you will usually lose it.

If you have several trump (and especially the Jack) it is usually best to lead them. If you have several trump but are not holding the Jack, lead your smallest trump (unless your smallest trump happens to be the Ten). You almost never want to lead the Ten of trump unless you are certain it is good. Since all players must follow suit, leading trump draws the rest of the trump out. Getting the trump out has the effect of making your off-suit cards (especially Aces) good. Often if you have a "long" suit (an off-suit of which you hold many cards) and all the trump have been played, you can take several tricks in that suit if you can get the lead.

In summary, the best general strategy is this; try to get your trump home (especially the Jack and Ten) and take as many off-suit tricks as possible.

BIDDING ALLOWED GAME

The same basic strategy is involved as described above, with one important exception; ordinarily, you do not lead trump unless you are the bidder. If you are not the bidder, try to lead your highest off-suit cards (especially early in the hand). Of course, as always, there are exceptions to this rule as in the case where a bidder made his bid on holding many smaller trump; if you happen to hold, for example, the Jack and Ace of trump in your hand you may want to consider leading them against the bidder to weaken his trump suit, then go ahead and lead your highest off-suit. Remember, as in many other games there is no "sure-fire" strategy - what works in one hand may not work in another.

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 Whist. You may minimize the screen with the "down arrow" in the upper right corner of the screen to put Whist 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 Whist playing area will be removed from the screen and the Crazy Clock will appear on the desktop. To return to Whist, 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: Whist is designed to be run at a standard 640x480 VGA screen resolution. Running Whist at other resolutions may result in strange display results.)

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.

- <u>The FILE Menu</u>
- <u>The OPTIONS Menu</u>
- <u>The HELP Menu</u>

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 Whist and return to Windows.

The OPTIONS Menu

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

Whist saves the current options everytime you exit the game. In this way, the options you currently have set will automatically be loaded the next time you start Whist to play. The options that are saved are Current Card Back, Player Name, Game Points, Delay Time, Verify Cards, Pause Between Tricks, Allow Bidding and Response Box Position. (NOTE: The evaluation version of this program DOES NOT save the current parameters - they must be manually entered each time you start the program if you wish to use parameters other than the defaults.)

- The Card Backs Screen
- The Playing Options Screen
- The Response Box Position Option

The Card Backs Screen

This screen allows you to choose the card back you wish to use during game play.   Simply click on the card back you wish to use - it will be displayed in the "Current" box.   Click on the OKAY button when done. (Please note this option is not available in the evaluation version of the game.)

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 41 points.

DELAY TIME (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 PLAYED - Select "Yes" or "No" for an informational card verification response box before each card is actually played. If "Yes" is selected, a response 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".)

PAUSE BETWEEN TRICKS - Select "Yes" or "No" for an informational response box between each trick. If "Yes" is selected, an informational response box will appear each time a trick has been completed informing you who took the trick and allowing you to examine the trick and the cards on the table. If "No" is selected, the trick is collected and game play proceeds.   Selecting "No" speeds game play, but allows you little time to actually study the trick and cards as played. (NOTE: This parameter cannot be changed in the Evaluation version of the program and will always default to "Yes".)

ALLOW BIDDING - Select "Yes" or "No" to indicate whether you wish to allow bidding (the non-traditional game) or not allow bidding (the traditional game). The default is "No" and is suggested for beginning players, although the choice is yours.

The Response Box Position Option

Click on this option to change the position of the response boxes.   You will be presented with two choices; a check mark appears next to the active choice.

The Overlay option positions the response boxes to overlay the cards in your hand.

The Offset option positions the response boxes to the immediate right of the last card in the hand.   As cards are played, the boxes will be repositioned to the left.   If no cards are present in the hand, the box is centered.

The HELP Menu

INDEX - Displays the HELP file index.

ABOUT - Displays the "About Whist" screen.

Registering Whist

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

                        Whist For Windows Version 1.00

        Name: _____

    Address: _____

       City: _____

      State: _____   ZIP: _____

Telephone: _____ - _____ - _____

Where did you hear about Whist For Windows?   _____

                          DISKETTE INFORMATION

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)

    3.5"   DD (720K)   [ ]   3.5"   HD (1.44M)   [ ] (Add $1.00)

BONUS SECTION (please check only one Bonus game)

   [ ] Crazy Eights   [ ] BlackJack   [ ] ONE (Uno clone)   [ ] Scat

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

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