Card Games

User's Guide

COSMI
SOFTWARE

SYSTEM REQUIREMENTS

Operating System

Your computer must have Microsoft Windows 95, Microsoft Windows 98, or Microsoft Windows NT 4.0, or higher versions of these operating systems.

Disk Space

This program requires approximately 65 megabytes of space on your hard drive.

Hardware

A mouse or pointing device is required.

A CD-ROM reader is required to use the program.

To access our web site you must have a modem and a connection to the Internet.

In order to hear sounds you must have a sound card and speakers. Note: SOUND IS NOT REQUIRED TO USE ALL OF THE PROGRAM'S FEATURES. INCIDENTAL MUSIC ONLY IS PLAYED.

INSTALLATION INSTRUCTIONS

USING WINDOWS 95, WINDOWS 98, OR WINDOWS NT 4.0

1. Place the CD into your CD-ROM drive.

2. In the start-up screen click on START, then click on RUN.

3. Type in D:\CDSETUP and press Enter. (If your CD-ROM drive is not D, then change it to the letter associated with your CD-ROM drive.)

4. Follow any instructions that appear on the screen.

WELCOME

Launching the Program

To launch the program, click on the Start button, select Programs, and then select the *Card Games icon*. The main program will open and load the default Card Games image.

BRIDGE

Introduction

Please see the online help for information on the rules and strategy of Bridge.

FILE MENU

Exit

To close the game of Bridge, select Exit from the File menu.

PLAY MENU

Rubber

This function begins a new game of bridge using Rubber scoring. For more information on Rubber scoring, refer to the online help documentation.

Saved Hand

This function plays a previously saved hand. You are prompted for the name of the file. You can create a saved hand by 'Entering a Hand' or by 'Saving a Hand.'

PLAY SPECIAL HAND MENU

Refer to the online help documentation for a detailed explanation of the features provided in the Play Special Hand Menu.

ENTERING HANDS

Entering a hand allows you to decide which cards are placed in which hands. If you want to see how to play a certain hand, you can enter it and then choose Saved Hand from the Play menu. For a more detailed explanation of entering hands, refer to the online help documentation.

EDITING HANDS

Editing allows you to modify a previously saved hand. This can be a hand entered or saved during game play by choosing Save from the Hand menu. You will be prompted for the name of the hand to edit. Once selected, you will be told the description of the file. For a detailed explanation of editing and saving hands, refer to the online help documentation.

PRINTING HANDS

Print out the current hand to the default printer. The hand of all four players is printed. Note that this feature is disabled during network or modem play.

MULTIPLAYER OPTION

The Multiplayer option allows more than one person to play Bridge on the same computer. Detailed information on the Multiplayer option is provided in the online help documentation.

DISPLAY ORDER

The Display Order function allows you to set the order in which the cards are displayed. Refer to the online help manual for a list of the Display Options from which you may choose.

DISPLAY SIZE

Allows you to set the display area used by the game. Choose from one of the three following options: 640x480, 800x600 or 1024x768. (Note: your Windows display settings must be at least 640x480 to see the entire play area.)

KIBITZ

For learning and practice purposes only, you can choose which hands to reveal (or to kibitz). To toggle kibitzing, click on the card next to the side you wish to change. The card back will be displayed if the hand is not to be revealed, and the Ace of Spades will be displayed if that side is to always be revealed.

Background and Event Music

Refer to the online documentation regarding background and event music.

Save Hand

Saves the current hand to a file. You must enter the name of the file to save it to. Next, enter a brief description of the hand. Later, you can play the hand again by choosing Saved Hand from the Play menu on the title screen.

Hint

If you are bidding, selecting Hint gives you the suggested bid that you should make. If you are playing, it gives you a suggested card to play. A Hint also places the cursor over the suggested card for you. You can also obtain a Hint by pressing the right mouse button.

Connect Modem

Connect NETBIOS

Listen Modem

Listen NETBIOS

Video/AUDIO Troubleshooting

For the topics listed above, please see the online help for complete details.

Multiplayer Support

There are two types of players during the multiplayer support. One of these players is the dealer who will deal the first hand and decide what the scoring method will be and the rest of the players are nondealers.

For more detailed information regarding multiplayer support, refer to the online help manual.

Colors

Change the number of colors used for display. Choose between 16-color artwork and 256-color artwork.

TCP/IP - Connect

Direct Connection - Connect

Direct Connection - Listen

TCP/IP – Listen

For the topics listed above, please see the online help for details.

Quit Session

Quits the current game. This will return you back to the Bridge title screen.

Playing Bridge Over the Internet

Bridge can be played by up to four people over an Internet connection. For detailed information on how you can play Bridge over the Internet, refer to the online help documentation.

CANFIELD SOLITAIRE

How To Use This Software

MENU OPTIONS

Most features are accessed through the "File..." menu.

- The "New" menu option causes a new game to be started and the cards to be shuffled and dealt.

- The "Undo" menu option allows the player to take back and change a move.

- The "Options" menu item allows the player to customize the game environment, such as the animation speed and color schemes. Note that selecting the fastest animation speed effectively disables animation, which is useful for improving performance on slower machines.

- The "Quit" menu option ends the current game, but leaves the software running so that a new game can be played.

MOVING CARDS

There are several ways to move cards in this game. Most players use a combination of techniques. Please feel free to use those features that seem most comfortable.

Drag and Drop. This game supports visual dragging and dropping of cards. Just click on a card and while holding the left mouse button, drag the card to where it should be placed, then let go. If the move is valid, the card will be dropped into that area.

Point and Click. As an alternative to drag and drop, click once on a playable card and let go. The card will turn gray to show that it's selected. Move the mouse to where the card should be moved. If that is a valid move, the mouse cursor will change to a vertical arrow. Click once on that spot and the selected card will be moved.

Double Clicking. Double clicking upon a tableau or reserve card will automatically send the card up to the appropriate foundation if there is a foundation move to be made with that card. When a game is not active, double clicking anywhere on the background causes a new game to be dealt.

Rules

THE LAYOUT

The reserve area is located at the top left corner of the screen. To the right of the reserve area are four foundations. The tableau is located below the foundations. After dealing four cards to the tableau, and one card to the first foundation, the remaining cards will be placed in the reserve area at the top left corner of the screen.

THE OBJECT OF THE GAME

The object is to build the foundation cards into four complete suits of thirteen cards each.

VALID MOVES

Build upon cards in the tableau downward in alternating colors (i.e., move a red 5 onto a black 6). Any or all cards in a pile located in the tableau may be moved as a unit. Build upon the foundations in incrementing order, by suit (i.e., play 2 of Spades on the Ace of Spades in the foundation). Reserve cards can be played on the foundation or tableau cards as needed. The top card of the waste pile is always available to be played. As spaces open up in the tableau, continue to fill them with cards from the reserve. When these are exhausted, fill them with cards from the hand or the waste pile.

WINNING THE GAME

The game is won when all the cards have been moved to the foundations. See the help file for strategy tips.

CRIBBAGE

How To Use This Software

The objective of Cribbage is to be the first player to score 121 points. For detailed information on how to play Cribbage, refer to the online manual.

MENU OPTIONS

New

To play a new game of Cribbage, choose the Game menu, and select New. You will be prompted to choose a partner (if you are utilizing team play) and your opponents. Select

your opponent's skill level from the three provided: beginners, intermediates, or experts. The experts will play the most challenging game.

Open

This function plays a game of Cribbage that you previously saved to disk. The Rule Options will be displayed to show you what the rules are. This dialog is read only. You play with the rules that were set when the game was saved, not the current rule options.

CHANGE RULES

Team Play

When this option is set, there are two partnerships (teams), each with two players. When the option is not set, two players compete against one another.

Score

You must decide the length of the game by selecting the winning point total. The choices are 61 points or 121 points.

First Deal

There are two choices available for the first deal. The first choice is Always Cut. Before every game, the players will cut for the first deal. The player cutting the lowest card gets to deal first. The second option is Loser. The players will cut for first deal for the first game. Then for all following games, the loser will always get the first deal.

Scoring

Refer to the online help documentation for more information on scoring.

Records

Records keep track of your wins and losses, as well as that of your opponent's.

Save

This function entitles the player to continue the game he/she is in the process of playing by saving it onto a disk.

Close

This function ends a game immediately. You will be prompted to save the game. Choose yes to save the game to a file, no to quit without saving, or cancel to return to the game. After closing, you will return to the title screen.

Exit

This function exits Cribbage. If a game is in progress, you will be prompted to save the game before exiting.

OPTIONS MENU

For detailed information on the functions provided under the Options menu, refer to the online help documentation.

VIEW MENU

For detailed information on the functions provided in the View menu, refer to the online help documentation.

MULTIPLAYER MENU

The Internet/TCP/IP and direct modem play are explained in the online help and are similar to Bridge.

EUCHRE

How to Play

To start a new game of Euchre, choose the Game menu, then choose New.

Game Menu

New

To begin a new game of Euchre, you will be prompted to choose a partner (if you are utilizing team play) and your opponents. There are three skill levels to choose from: beginners, intermediates, and experts. For the most challenging game, choose experts.

Open

Choose this option to play a game of Euchre that you previously saved to disk. The rule options show the saved rules.

Save

This entitles the player to continue the game he/she is in the process of playing by saving it onto a disk.

Quit

Choose Quit to end a game immediately.

RULES

Refer to the online help documentation for detailed information on the rules, bidding and scoring of Euchre.

Options and Multiplayer Menus

Refer to the online help documentation for detailed information on the functions of the Options and Multiplayer menus.

FRIDAY THE 13TH SOLITAIRE

To play this game, you may use the same commands used in Canfield. Please see the information on Canfield for more details.

THE LAYOUT

There are 13 foundations located in two rows across the top of the screen. The foundations range from the Jack through the 10. When beginning a new game, a Jack, Queen, King, and Ace are dealt to the first four foundations, respectively. The

remainder of the deck is located below the foundations. Cards are turned over one at a time to be played. Once all of the cards have been played, one more redeal is allowed.

THE OBJECT OF THE GAME

The object is to build upon the foundation cards in such a way as to play all cards, and build at least one card on every foundation.

VALID MOVES

Each empty foundation is labeled with a number, ranging in order from Jack through 10. The first card to be played to an empty foundation must match the rank labeled on the empty foundation. Cards are turned over from the hand one at a time. If the card cannot be played, it should be moved over to the adjacent waste pile. The top card on the waste pile can be played at any time. Build upon cards on the foundations upwards regardless of suit (i.e., move any 5 onto any 4). A card can be played to an empty foundation only if all foundations of a lower rank (foundations to the left) are already filled with at least one card. For example, at the beginning of the game, a 2 card can be played onto the 2 foundation because all foundations to the left (the Jack, Queen, King, and Ace) are already filled. A 4 card could not be played onto the 4 foundation until the 2 and 3 foundations are filled with at least one card each.

WINNING THE GAME

The game is won when all of the cards have been moved to the foundations, and all of the foundations are filled with at least one card, before the cards run out on the second re-deal.

FROG SOLITAIRE

To play this game, you may use the same commands used in Canfield. Please see the information on Canfield for more details.

THE LAYOUT

Thirteen cards are dealt and placed in the reserve area located to the left of the waste piles. If the reserve cards contain any aces, they are automatically placed into the foundation. The foundation is made up of the eight aces. They are placed in a single row at the top of the screen above the waste piles. There are five waste piles located below the foundation and to the right of the reserve.

THE OBJECT OF THE GAME

The object is to place all of the cards from the reserve and waste piles into the foundations in incremental order beginning with aces.

VALID MOVES

The aces are placed into the foundation as they are made available from the hand. Cards from the hand are turned up one at a time. If the card cannot be played onto the foundations, it is placed in any one of the five waste piles. As many or as few cards may be put in one waste pile. Placement of the cards into the waste piles is very important. Build upon the foundations in incrementing order (i.e., three on two, two on an Ace, etc.) regardless of suit. Reserve cards should be played on the foundations as soon as they are available for play. Reserve cards cannot be played on the waste piles. Thirteen cards are dealt and placed in the reserve area located to the left of the waste

piles. If the reserve cards contain any aces they are automatically placed into the foundation. The foundation is made up of the eight aces. They are placed in a single row at the top of the screen above the waste piles. There are five waste piles located below the foundation and to the right of the reserve.

GOLF SOLITAIRE

To play this game, you may use the same commands used in Canfield. Please see the information on Canfield for more details.

THE LAYOUT

Five rows of cards are dealt face up. Each row contains seven cards, which overlap. These cards are called the tableau. The tableau is comprised of 35 cards. After dealing cards to the tableau, the rest of the deck, or hand is placed at the top left corner of the screen. One card is turned face up to begin the waste pile.

THE OBJECT OF THE GAME

The object is to clear away the entire tableau by building the cards upon the waste pile.

VALID MOVES

The bottom cards of the tableau columns may be removed and placed on the waste pile if it is in sequence, either up or down, regardless of suit. A series of cards may be played from the tableau to the waste pile in one turn. For example: the top card of the waste pile is a 5. This may be built; 6, 7, 6, 5, 4, 3, etc. The sequence of rank is not continuous, only a two may be placed on an ace, and a king stops the sequence (no card may be played on a king).

WINNING THE GAME

The game is won when the tableau is completely cleared. Another way of scoring is to compete against "par." One game of Golf is treated as a "hole." The number of "strokes" taken by the player to make this hole is the number of cards left in the tableau after play is blocked. A hole may be completed with a score of less than zero. If the game is won, the number of undealt cards remaining in the hand is a minus score. Play nine holes and total the scores. You beat par if your total is thirty-six or less.

HEARTS

The game of Hearts is played without the use of partnerships. Your objective is to avoid winning any tricks that have Hearts or the Queen of Spades.

How to Play

To play a new game of Hearts, choose Start a New Game from the Game menu. You will be prompted to choose your opponents. Their skill levels are listed at the top of the dialog. For the most challenging game, choose the experts. The first hand will then be dealt. For detailed rules on how to play Hearts, refer to the online help documentation.

Save

Selecting Save entitles the player to continue the game he/she is in the process of playing by saving it onto a disk.

Exit

Selecting Exit will immediately end the game in progress. You will be prompted to save the game. Choose yes to save the game to a file. Choose no to quit without saving or choose cancel to return to the game.

Options Menu

For detailed information on the functions of the Options and Multiplayer Menus, refer to the online help manual.

KING ALBERT SOLITAIRE

Rules For Playing This Game

To play this game, you may use the same commands used in Canfield. Please see the information on Canfield for more details.

THE LAYOUT

Nine rows of cards are dealt face up. The first row contains nine cards. Each subsequent row contains one less card than the previous row. These cards are called the "tableau." The tableau looks much like the popular "Klondike" solitaire game except that there are more rows, and all of the cards are dealt face up. After dealing cards to the tableau, the seven remaining cards will be placed in the "reserve" area at the top left corner of the screen. To the right of the reserve area are four "foundations."

THE OBJECT OF THE GAME

The object is to release the Aces from the tableau and reserve areas and build them upon the foundations, in numerical sequence and in suit, up to Kings.

VALID MOVES

Unlike traditional "Klondike" Solitaire, only one card may be moved at a time. Only the last, fully exposed card in each tableau column can be moved or played upon. Build upon cards in the tableau downward in alternating colors (i.e., move a red 5 onto a black 4). Build upon the foundations in incrementing order, by suit (i.e., play 2 of Spades on the Ace of Spades in the foundation). Reserve cards can be played on foundation or tableau cards as needed. Empty columns may be left empty or filled with any card. (See the tips for hints on utilizing empty column spaces.)

WINNING THE GAME

The game is won when all 52 cards have been moved up to the foundations and the four foundations have all been built from Aces up to Kings.

KLONDIKE SOLITAIRE

Rules For Playing This Game

To play this game, you may use the same commands used in Canfield. Please see the information on Canfield for more details.

THE LAYOUT

The tableau is comprised of seven piles increasing in number from one to seven cards, with the top card of each pile face up and the rest face down. The tableau contains 28

cards. After dealing cards to the tableau, the rest of the deck is the hand, which is placed at the top left corner of the screen. Cards from the hand are turned face up. This forms the waste pile.

THE OBJECT OF THE GAME

The object of the game is to clear away all the cards by building them into four suits in the foundation.

VALID MOVES

The top cards of the tableau columns are built down in alternating colors (i.e., black ten may be placed on red jack). Cards in the tableau may be built onto each other. When a face down card in the tableau is exposed, the card is turned up and made available for play. Top cards in the tableau are available for play on the foundations. Aces must be moved to the foundations as soon as they are made available. Any higher card may be kept on the tableau for building purposes, if the player wishes, rather than built on the foundations. A space in the tableau, by removal of an entire pile, may be filled only by a king. A series of cards may be played from the waste pile to the foundations or the tableau in one turn.

WINNING THE GAME

The game is won when all the cards have been placed onto the foundations.

PYRAMID SOLITAIRE

Rules For Playing This Game

To play this game, you may use the same commands used in Canfield. Please see the information on Canfield for more details.

THE LAYOUT

Twenty cards are dealt face up and placed in the shape of a pyramid. These cards are called the tableau. After dealing cards to the tableau, the remaining cards form the hand. The hand is placed to the left of the tableau. The waste pile is located below the hand.

THE OBJECT OF THE GAME

The object is to clear away the entire tableau and waste pile by adding the cards to equal thirteen (13).

VALID MOVES

From available cards, remove and discard all kings singly, and all other cards in pairs that total thirteen. Cards from the hand are turned face up one at a time. These cards can be played either on the tableau or the waste pile. If the card is unplayable at the time, it is placed face up in the waste pile.

WINNING THE GAME

The game is won when all of the cards from the waste pile and tableau have been built into pairs of thirteen.

SPADES

How to Play

To start a new game of Spades, choose New from the Game menu. You will be prompted to choose your partner (if there is team play) and your opponents. Their skill levels are listed at the top of the dialog. The first hand will then be dealt. You will be prompted for your bid. See Rules for more information on bidding in the online help manual.

Main Menu

Refer to the online help documentation for a complete description of all the Main Menu functions.

EXIT

To end the game of Spades, select Exit from the File Menu.

NEW

To begin a new game of Spades, select New from the Game Menu.

OPEN

To play a game of Spades that you previously saved to disk, select Open in the Game Menu. The rule options will be displayed to show you what the rules are. This dialog is read only. You play with the rules that were set when the game was saved, not the current rule options.

RULES

For detailed information on rules, scoring, and bidding, refer to the online help documentation.

OPTIONS MENU

For detailed information on all of the functions provided in the Options Menu (animation, changing players, backgrounds, text color, card backs, music and sound effects), refer to the online help documentation.

GAME MENU

Refer to the online help documentation for information on the functions provided in the Game Menu.

MULTIPLAYER MENU

For detailed information on all of the functions provided in the Multiplayer Menu, refer to the online help documentation.

VANISHING CROSS SOLITAIRE

To play this game, you may use the same commands used in Canfield. Please see the information on Canfield for more details.

THE LAYOUT

Five cards are dealt face up and placed in the shape of a cross. These cards are called the tableau. After dealing cards to the tableau, one card is placed in the upper left-hand corner of the cross to form the foundation. The other foundations must be the same rank as the corner card and should be placed in the other corners, as they become available.

The hand is placed to the left of the tableau and foundations. The waste pile is located below the hand

THE OBJECT OF THE GAME

The object is to clear away the entire tableau by building the cards upon the foundations, therefore creating a "Vanishing Cross."

VALID MOVES

Cards from the hand are turned face up one at a time. These cards can be played either on the foundations or the tableau. If the card is unplayable at the time, it is placed in the waste pile. Cards may be built onto the tableau in descending order regardless of suit. The tableau cards may be built onto each other. Only one card at a time may be moved from the top of a pile. Spaces may be filled by available cards from the tableau, waste pile or the hand. The top cards in the tableau are always available for play onto the foundations. The foundations are to be built up in suit until each pile has thirteen cards, aces following kings.

WINNING THE GAME

The game is won when all of the cards have been built into the corners by suit. Please see the game's help file for strategy tips.

SUPPORT

We encourage all of our users to provide comments and suggestions about this program. This program is supported by voice, fax and Internet e-mail.

Voice and Fax

For telephone support, call COSMI's Customer Service at (310) 886-3510 during the hours below. (Note: All times are in the Pacific Standard Time zone.) You may fax us at (310) 886-3517.

Monday through Thursday, 8:30 am - 12:00 noon and 1:00 pm - 4:00 pm

Friday, 8:30 am – 12:00 noon.

⊠ COSMI is very proud to be one of the few remaining software publishers to provide no charge customer support!

E-mail

Support questions may be addressed to: support@cosmi.com.

Internet

Be sure to visit COSMI's Internet Web site: http://www.cosmi.com.

PROGRAM DESCRIPTION

The best value in card games! Play all of your favorite card games: Bridge, Cribbage, Euchre, Hearts, Spades and special bonus Solitaires. This extraordinary value will give you hours and hours of fun and great card game play. You'll be challenged by tough cyber opponents or play against anyone in the world through optional Internet, modem or computer network connections. This multiple award winning card game collection combines great opponents with the best computer play. An essential suite of programs for anyone who likes card games.

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COSMI CORPORATION

2600 Homestead Place

Rancho Dominguez, CA 90220

voice (310) 886-3510

fax (310) 886-3517

COSMI EUROPE, LTD.
8A Daimler Close
Royal Oak Industrial Estate
Daventry, Northamptonshire
NN11 5QJ, United Kingdom
voice +44(0) 1327 879000
fax +44 (0) 1327 879888

E-mail: support@cosmi.com
Internet Web site: http://www.cosmi.com