CardPlayersParadise

Table of Contents

Introduction

Wolcome to Card Players Paradise. Card Players Paradise will let you experience gaming at its best. Wo have included some all time favorite card games. We have all known and loved Rummy 500 growing up. There are many regional variations that have been included as optional add-ons. For Instance, we have researched and found 2 distinct scoring systems. One being the 5-10-15 rule in which cards below 10 are worth 5 points, 10s and the face cards are worth 10 points and the aces are worth 15. The other rule states that the 10s and face cards are worth 10, aces are worth 15, but the numbered cards are worth their face value.

Installing the Game

System Requirements

The system requirements for Card Players Paradise are:
    IBM 386DX - 33 or higher
    4 Meg RAM
    CD - ROM Drive
    SVGA Graphics
    Mouse
    MS-DOS 5.0 or higher
Card Players Paradise also supports the following peripherals:
    Modem
    Sound Cards

Installation of Card Players Paradise

To install Card Players Paradise follow these steps:
1) Access your CD-ROM Drive by typing the drive letter (usually D) and a colon (:) from the DOS prompt.
2) Type "INSTALL" (enter)
3) Follow the on-screen instructions to install the game to your hard disk.

Starting the Game

To start Card Players Paradise from your hard drive, type the following:
    Type "CDXCPP" (enter)
    Type "CPP"(enter)

If you have changed the directory in which Card Players Paradise is installed, you will have to change the directory name above from "CCP" to the target directory that you have entered during installation.

If you are having any video problems, you may want to try the following: Instead of typing "CPP" and then depressing the ENTER key, type "CPPL" then depress the ENTER key. Or "CPPV" then depress the ENTER key.

These run the game in alternate modes of SVGA. In most cases you will not notice any differences in gameplay.

We can also be contacted via US Mail at:
  QQP
  495 Highway 202
  Flemington, NJ 08822

  or via E-MAIL on
  CompuServe: ID# 75300,3223
  Genie: QQP
  Delphi: QQP
  AOL: QQP
  or visit our WWW site at:
  http://www.nmia.com/~alg/qqppage.html

  or by phone at (908)788-2799

You can receive the latest updates on:
CompuServe in the GAME PUBLISHERS forums by typing "GO GAMCPUB".
American On-line in the QQP forum by using the keyword "QQP" Genie in the Scorpia area.

For on-line support, hints, and clues on Card Players Paradise, call CompuServe free at 1-800-524-3388 and ask for representative #353. You can receive a FREE introductory membership and $15.00 usage credit.

CompuServe offers a wide variety of services as well; investment information, travel, reference libraries, demo programs, game forums, and more. For information on Card Players Paradise, and other Quantum Quality Productions games, type the command, GO GAMCPUB and enter the Game Publishers C support area.

Technical Questions

A Special note to Ensonic(™) sound card users...Make sure that the card has been set up to run with General Midi and not Soundblaster compatible.

Some of the most popular questions are answered below:

/ have no sound!

There could be several things happening if you do not have sound. The first and easiest one is that the sound was somehow not set correctly. Run INSTALL again and make sure that your computer has the sound card that you are stating that it has. There are several other things that can be checked:
  1) Are the speakers plugged in/turned on?
  2) Are your IRQs and DMA's set different from the configurations?

One thing that has helped many people Is to choose Sound Blaster compatible sound board instead of their make and model. This clears up most of the sound related problems.

The game keeps locking up on me during game play.

This is probably a sound card problem. Run INSTALL and set the game for Soundblaster Clone and see if the problem corrects itself. If it does not, then consult the owners manual for your particular sound card. Some sound cards have special configuration settings. If this is not the case, give our technical department a call.

Here are some other areas that may cause problems. In most cases the game should run flawlessly on just about any system.

Installation

  1: Check all system requirements, including hard drive space.
  2: Make sure that your CD-ROM drive and disk are both free of dust and debris. This should minimize disk read errors.
  3: Install the program onto an UNCOMPRESSED portion of your hard drive if disk compression utilities like Doublespace(TM) or Stacker(TM) seem to cause problems.
  4: Be sure to install from the DOS prompt. DO NOT install from the WINDOWS program manager, DOS SHELL, or similar utility.
  5: Check to make sure that the CD-ROM unit is operating normally.

Game Won't Load

  1: Make sure that your machine CURRENTLY meets the program memory requirements. Your computer's configuration may change periodically without your knowledge.
  2: If you made a boot disk, be certain that the MOUSE and CD-ROM drivers are included in your boot disk's AUTOEXEC.BAT and CONFIG.SYS files. If you can't access the CD drive, they're not installed. Check CD-ROM documentation.
  3: Make sure that there are as few TSRs (Terminate Stay Resident) programs as possible. This program only requires CD-ROM, mouse, memory, and possibly VESA video drivers. Other Drivers may be required by your particular machine, so adjust this list to your needs.
  4: If you are using a third-party memory manager(other than the ones supplied with DOS), you may experience a conflict. If so, use the memory managers that come with DOS 5.0 through DOS 6.2.
  5: Be sure that your DOS mouse driver is installed. A WINDOWS mouse will not work in this program. Drivers compatible to Microsoft version 6.5 or higher are recommended. To check this, you may run the MSD utility that comes with MS-DOS 6.0-2 and WINDOWS 3.1.
  6: This program is intended for use in MS-DOS 5.0 or higher.

Sound\Sound Needs Adjusting

1: Many sound cards require that a "SET" line be loaded in your AUTOEXEC.BAT file. i.e. "SET SOUND=(your sound card's directory), or SET BLASTER= A:XXX I:X D:X (Where "X"=some number).

2: Make sure that all sound connections work outside of program first. If so, adjust volume levels to taste, and try again.

3: Many sound cards have sound mixer utilities through WINDOWS or DOS. Make sure that the WAVEXDIGITAL and the MIDIXMUSIC sliders are equal in volume or there may be an imbalance between music and sound effects in the program.

4: Make sure that BOTH of the sound drivers are set in the install program, or when you run INSTALL. If you've quit the setup program before it ends, you will erase all sound card settings in the program.

5: If your card will not pass the sound driver test, try using the "C" key and enter the correct values for the highlighted driver before pressing "ENTER".

6: If your sound card is not listed, then try using your card in SOUND BLASTER compatible mode or whatever listed compatible your card recommends.

Making the Boot Disk

Card Players Paradise requires 550,000 bytes of conventional memory and 3 Mbytes of extended memory to play, thus a 2 Mbyte system is required. This can cause problems for those who load TSRs (Terminate, Stay Resident) programs. Some examples of TSRs are screen savers, virus checkers, pop up calendars...etc. They may need to be disabled in order to run this game. If you do not want to disable them, or your machine absolutely needs them, you can make what is commonly known as a boot disk.

Making a boot disk is quite simple. Here are the steps needed to make such a disk:

1. Put a blank unformatted diskette into your A: drive.
2. Type "FORMAT A:/S" (enter)
   (once the disk is formatted, we will need to put an AUTOEXEC.BAT and CONFIG.SYS on it)
3. Type "A:"
   Type "COPY CON CONFIG.SYS" (enter)
   Type "DEVICE = C:\DOS\HIMEM.SYS" (enter)
   . Type "DEVICE = C:\DOS\EMM386.EXE 2048 RAM" (enter)
   Type "DOS = HIGH.UMB" (enter)
   Type "DEVICEHIGH = "(cd driver)
   You will have to install your CD drivers in this file as well. There will be one line from the CONFIG.SYS and one line from AUTOEXEC.BAT.
   Press the F6 key and (enter)
   Your CONFIG.SYS may have to be slightly different if you are using DoubleSpace, Stacker, or any other disk compression utility. You may also have to alter the location of the HIMEM.SYS or EMM386.EXE.

Type "A:"
Type "COPY CON AUTOEXEC.BAT" (enter)
Type "LH (cd driver)...usually MSCDEX
Type "C:\(mouse path)\MOUSE" (enter)
Press the F6 key and (enter)

You have now made a boot disk. Put the boot disk in Drive A: and restart your computer (control-alt-del). Once this is completed and the machine restarts type the following:
Type "C:" (enter)
Type "CD\CPP" (enter)
Type "CPP" (enter)

To test your CD drive and to make sure that your CD drivers have been installed correctly, type "D:". This will access the CD drive. If you receive the message "Invalid Drive Specification" then the drivers have not been installed correctly. Refer to your CD manual for the proper syntax.

Make sure that you utilize this software in a DOS environment, not through any Windows DOS boxes. If you are utilizing Windows 95, make sure you configure this application as a MS DOS Application in full screen. This insures that Card Players Paradise.

If you are still having problems with the execution of Card Players Paradise please call our technical support specialists at (908) 788-2799 between 9:00AM and 5:00PM Eastern Standard Time, Monday - Friday. When you call, it will save time if you have the following information handy:

1. The contents of your CONFIG.SYS and AUTOEXEC.BAT files. To print out your AUTOEXEC.BAT and CONFIG.SYS, type the following "COPY AUTOEXEC.BAT PRN:" (enter) and "COPY CONFIG.SYS PRN:" (enter)
2. What type of machine you have, and the version of DOS you are using.
3. What type, if any, sound board you have.

This information will help us to help you to the best of our abilities.

Running CARD PLAYERS PARADISE

Once the game has been installed on your computer it can be run by typing the following commands:
Type "CD\CPP"
Type "CPP"

If you have installed the game to a different directory than the default in the installation program, then you must replace the CD\CPP above with CD\ and the name of the subdirectory in which it has been installed.

The Opening Screens

Upon entering Card Players Paradise, the player is asked to choose a name. This will allow the computer to keep a complete history for several people on a single machine.

Once you have entered or chosen the appropriate name, you can then choose your game. The next screen will display the individual games to be played on the bottom of the screen or you can choose the other options in the upper left and upper right corners of the screen.

The two pictures hanging on the wall of the scene represent the hedge maze and the world tour which will be discussed later (see page 25). Both the hedge maze and the world tour add new and wonderful twists to playing the card games.

Another option available to the player is modem play. This option is used by clicking on the phone sitting on the table. You can play against another person at another location through your phone lines if you have another modem or your can also use a Null modem (explained in the modem chapter, page 25). By clicking on the phone sitting on the table, the connection screen will be loaded and your machine will be prepared to play via modem/Null modem.

See "INTERFACE" (page 21) for specific game operation and menu descriptions.

Rummy 500

Rules of Rummy 500

Options

Cards - 5/7/10/13 - The player can select to start with a 5, 7, 10, or 13 card hand. This is the total cards that they will start with in their hands.

Aces - High/Low/Both - Aces can be utilized as a 1 in runs if counted as low, 14(or above King) if it is Ace High. If Both is selected, aces can be used in either position.

Players - Two/Three - Select number of players.
Play to - 250/500/1000/2000 - This option sets the length of gameplay. The player can choose a score to play up to. The lower the score, the quicker the game.

No Discard Necessary/Must Discard to Win - If "Must Discard To Win" option is selected, the last card must be discarded to end the round. Otherwise, no discard is required to end the round.

Normal Scoring/5-10-15 Scoring - Using normal scoring each card is valued at its face value and the face cards are worth 10, while the aces are worth 15. In the 5-10-15 method cards 9 and below are worth only 5 points no matter what the face value is.

Against - There are five levels of difficulty in Card Players Paradise. The levels are (from easiest to hardest) Novice, Duffer, Regular, Veterans, Experts.

Game *Setup*

Each player is dealt either 5, 7, 10 or 13 cards. These cards are not visible to any other player. The left over cards are placed face down in a pile in the center of the table. This is called the STOCK. The top card of the stock is placed face up next to the stock in order to start the DISCARD PILE. The player left of the dealer goes first.

Game *Play*

The object of Rummy 500 is slightly different than regular Rummy. The object is to get rid of or discard all of the cards in your hand. To do this you must make melds from the cards in your hand. A meld consists of three or more cards. These cards can be either a run or a grouping of the same rank. A run is a sequence of ranking cards in the same suit. Example:five, six, and seven of hearts constitutes a run. Aces are a special card with regards to runs. Aces can be either high or low. This means that an Ace can be placed below a two or above a king. This is an optional rule that can either allocate the aces high, low, or both. When an ace is placed above a king in a run, it cannot be continued with a two. A grouping of the same rank would be three of the four fives (five of hearts, diamonds, and spades for instance). This represents a grouping.

The sequence of play for each player:

TAKE CARD(S) - First a player must take cards. The player can receive 1 card from the stock, or take a card or a group of cards from the discard stack. If a card is taken from the discard stack, the first card in the set must be used in a meld immediately. You may not take a card from the discard without using it to form a meld, thus if three of the aces have been melded and someone accidentally discards the fourth; you are unable to take only the aces to add to the meld.

PUT DOWN MELDS - The next step in any turn is putting melds held in your hand on the table. There is no requirement stating that one must put a meld out at any given time. Any cards left in your hand at the end will be counted as negatives towards your overall score.

DISCARD CARDS - It is at this point that one card from your hand must be put in the discard stack. This card can be used by other players in subsequent turns.

Taking Cards - When it is your turn to take action during gameplay, the first thing you do is choose to take a card from the stock or the discard pile. If you choose stock, you receive 1 card from the stock and it is immediately put in your hand for play. If you choose the discard pile, you may choose any card, but you must also take the cards that have been discarded after the target card. Example: In the Discard is a 5 of hearts, 3 of diamonds, jack of clubs, and a king of hearts. John has decided that the 3 of diamonds would round out a meld quite nicely. If he decides to take the 3 of diamonds, he must also take the jack of clubs and the king of hearts and put these cards into his hand. This is where much of the strategy of rummy 500 takes root. In order to take cards from the discarded pile, the player must use the first card taken in the stack.

Putting Down Melds - Once cards have been taken, melds are put down in front of the player. You receive score for only those melds that you actually put down in the center of the table. Any player may add to another player's melds. You can put down a fourth card of a grouping or add to a run. Runs can be continued as far as desired.

The game ends when a player discards all of their cards. It is at this point that score is awarded for the round. There are two methods of scoring in Rummy 500. The player chooses the scoring method they desire before starting play.

The first method of scoring is the 5-10-15 method. In this method, all cards 9 and under of any suit is worth 5 points, the 10 and all face cards are worth 10 and aces are worth 15 points. The melds that you have put down in front of you are counted positively towards your score, while all cards left in your hand count negatively.

The other method of scoring is normal scoring. Under this method each card Is valued at it's face value, face cards are worth 10 and the aces are worth 15 points. Example: a nine of clubs in your hand will yield 9 points towards your score and 5 of clubs yields you 5. This changes the strategy used within the game itself.

The game continues with new rounds until one of the players has reached the goal. This may be defined as 250, 500, 750, 1000, or more points. This will allow a varied length of gameplay.

Pinochle

History of Pinochle

Pinochle goes back many years and is a descendant of Bezique. It has become extremely popular in the US. There have been many different variations of the games played throughout the world from 2 handed Pinochle to the coveted 5 handed Pinochle in which the player has four competitors and must master the bidding process.

Rules of Pinochle

Options
Kitty - 3/6/No - The games can have a kitty with 3 or 6 cards or with no kitty at all.

Play to - 100/125/150/200/500 - This option allows player to change the length of game play. By changing the numbers, the player can choose a quick "lunchtime" game or a longer more involved marathon session.

Minimum Bid - 15/21/31 - During bidding, the bidding starts higher. This option is added for more advanced players who enjoy higher bidding games.

Strike the Dealer/Redeal Passouts - This option comes into play only when no bids are started. If all three players pass on the opening bid, using Strike the Dealer, the dealer must take the bid. Using Redeal Passouts, the hand is deemed a wash and is started from scratch with a complete redeal of the hand.

Against - There are five levels of difficulty in Card Players Paradise. The levels are (from easiest to hardest) Novice, Duffer, Regular, Veterans, Experts.

Setup

Pinochle is played with one deck of 48 cards, consisting of two Aces, 10s, Kings, Jacks, 9s, from each of the four suits. Once twelve cards are dealt to each of the players, the bidding process begins. The bid is essentially, the number of points that must be gained by the player who finally accepts the bid. If the bid is attained, the player who has accepted the bid receives points, while others lose. If it is not attained, the bidding player receives a negative score. In the bidding process, each player can either raise the

current bid by one or pass to the next player. The bid is accepted by the last player to pass within the process. There are two parts of each hand that you are involved in against the 2 other players. The first is the bidding in which you must decide how many points you can accumulate during the game. The second is the actual gameplay. It is gameplay that really separates the novices from the experts.

Bidding

At the beginning of each hand, each player is given 15 cards. These fifteen cards constitute your hand. Certain groupings of cards are classified as melds. The melds that are worth points are:

NAME	DESCRIPTION	POINTS
100 Aces	1 Ace from each suit	10
80 Kings	1 King from each suit	8
60 Queens	1 Queen from each suit	6
40 Jacks	1 Jack from each suit	4
Double	2 of either Ace, King, Queen, Jack from each suit (You must have all of one type of card)	10 times above
Marriage King & Queen	King & Queen of any suit	2
Trump Marriage King & Queen	King & Queen of the Trump suit	4
9 of Trump	9 of a Trump suit	1
Book or Run	Ace, 10, King, Queen, Jack of the Trump suit	15
Double Pinochle	Both Jacks of Diamonds and both Queens of Spades	24
Pinochle	Jack of Diamonds & Queen of Spades	4
Round House	King & Queen of every suit	26

NAME	DESCRIPTION	POINTS
Counter Cards	Ace, 1 0, Kings won in a trick	1
Last Trick	winning the last trick of the hand	1

When you are asked to bid on a hand, the total melds in your hand are displayed on the screen. This gives you a guide to how much you should bid on a hand. There are some point values above that depend on the trump suit. The person that takes the bid (the last one to raise before the other players pass) decides on the Trump suit. The trump suit will be explained in the Tricks section below. Each player goes in turn around the table. You will be given the opportunity to either raise the bid or pass. Raising the bid raises the stakes in the game. One would raise the bid if they feel that at the end of the hand, they would have collected at least the bid number of points. By accepting the bid, you are stating that between your melds and your counter cards taken you will have at least the bid number of points. This also means that you will be able to choose the Trump suit, which is strategically important. Before game play is continued, all melds from each player is displayed. This can be of strategic importance when considering which cards are held by each player.

Tricks

Once the bidding process has been completed, the player that has taken the bid receives the three left over cards from the deck. Upon receiving the three extra cards, the player must then give back (discard) three cards of his/her choice immediately. These cards are considered to be part of the tricks taken pile that is accumulated, thus you can bury (get points for) counter cards immediately. This is done for various strategic reasons. If you don't receive the bid, you must then prevent the winner of the bid from getting the bid.

Upon starting the tricks part of the game, the player to the left of the taker of the bid starts by putting out the first card on the table. This is referred to as the lead player. The object of each trick is to have the best card possible showing on the table. The player with the best card "takes the trick". By taking the trick, the individual receives the cards shown, which help accumulate points towards the bid. The object is to collect a minimum of points from the tricks and the opening melds to meet the bid level if you have taken the bid.

If you have not taken the bid, it is your responsibility to work with the other player to assure that the bidding player does not make his/her goal score.

A trick is won by the player who puts out the highest value card. The lead player decides the trump suit. This suit becomes extremely important.

The game progresses through a series of tricks. The winner of the first trick, always leads for the next trick. During each, the player is asked to discard 1 card. If you are the first, you can discard any card from any suit. The object being to try to capture Counter Cards. You must make up the points that you bid over your meld total by capturing these counter cards from the other players as well as win them in your own hands. If you discard a counter card during play and one of the other players wins the trick, the counter card and any other card goes to their collection pile. The number of points that you must receive is displayed on the top of the screen. It states who made the bid and how many points are needed for the bid.

If you do not receive the bid, your responsibility changes. You now receive points for only those counter cards that you win, but you are now working with the other player in order to make sure the winner of the bid does not achieve this goal.

Discarding During Tricks

As we know, if you are the first to discard cards during a trick you may choose any card in your hand to start the trick. Each player must follow your lead and put out a card of the same suit. If they do not have a card of the same suit, they can use another suit.

When discarding a card of another suit, it is important to remember that any suit other than the Trump suit loses. If you discard the highest Trump suit, you win, even over the original suit played. This may be confusing so here is an example of three person play of a trick: (The trump suit is Spades)

Steve leads the trick with a jack of hearts. The trick suit is now considered to be hearts and each player must discard hearts if they have them. Ken discards a queen of hearts, which is higher than the jack. Tim, does not have any hearts left in his hand, thus puts out a 9 of spades and takes (wins) the trick because the highest trump wins. If no one discards trump then the order/ranks of the cards towards winning is: (an * is noted after the counter cards)

Ace*
10s*
King*
Queen
Jack
9s

After each trick, the winner of the previous trick leads the next one. The round is over when no player has any cards in their hand. It is then that the score is tallied for each player.

Scoring

Scoring in Pinochle is very simple. There are two classifications at the end of the hand, the bidder and the other players.

For the bidder; the points achieved from melds are added to the counter cards captured during the tricks. If this total is either equal to or greater than the bid, the total points are awarded. If the value is less than the bid, the player receives zero points for the round.

For the other players; they receive points only for the counter cards captured during the tricks. The players that do not win the bid do not receive any credit or points for the melds that they received at the beginning of the hand.

At the end of each hand, the accumulated scores for each player is displayed on the screen in the scratch pad. Players accumulate points until one of the players scores XXX. It is at this point that a final scoring is given and play is ended.

5 Handed Pinochle

Rules of 5 Handed Pinochle

Options
Pass - One/No - select either one pass or no pass required after bidding.
Play to - 200/250/500/1000 - This option allows player to change the length of game play. By changing the numbers, the player can choose a quick "lunchtime" game or a longer more involved marathon session.

Minimum Bid - 21/31/41/51 - During bidding, the bidding starts higher. This option is added for more advanced players who enjoy higher bidding games.

Strike the Dealer/Redeal Passouts - This option comes into play only when no bids are started. If all three players pass on the opening bid, using Strike the Dealer, the dealer must take the bid. Using Redeal Passouts, the hand is deemed a wash and is started from scratch with a complete redeal of the hand.

Against - There are five levels of difficulty in Card Players Paradise. The levels are (from easiest to hardest) Novice, Duffer, Regular, Veterans, Experts.

Rules

5 player Pinochle is played much in the same fashion as 3 handed except that 2 decks of 48 cards are used. The bidding will be higher because more pinochle cards will be in play. See general setup information p. 10-11.

There are 5 Players are in the game.
The winner of the bid receives 6 cards from the Kitty and then must discard 6 cards into his collection pile.

Each player passes 1 card to the left. This does not count towards melds once it is passed.

The winner of the bid now has the player on the left side as a partner, thus the two players can work together to get the bid total. The other three players must work together to make sure the chosen two players do not achieve the bid.

As far as the bidding, melds and the gameplay, the game has the same rules as three handed pinochle (see pages 10-14).

Bezique

History of Bezique

Bezique has been known throughout history as the predecessor of Pinochle. There have been many theories about the derivation of this game. It has been connected with Piquet, which was first played in France in the early 1400's during the reign of Charles VII. Several historians have traced the origin of the game back to the 1700's to a game called Matrimony, while others believe that Bezique was invented by a Swedish schoolteacher in the early 1800's as an entry in a nationwide contest.

Rules of Bezique

Options
Play to -100/200/500 - This option allows the player to change the length of game play. The lower the number the faster the game.
Against - There are five levels of difficulty in Card Players Paradise. The levels are (from easiest to hardest) Novice, Duffer, Regular, Veterans, Experts.

Setup

Bezique begins by dealing eight cards to each player, in groups of three - two - three cards at a time. The STOCK (remaining 48) cards should be placed faced-down on the table with the top card face up alongside the stock to show the trump suit. If the top card is a 7 the dealer scores 10 points.

Gameplay

The non-dealer leads with the first trick. The winner of a trick leads the next as in other games, but in bezique a player is not required to follow suit to the card led.

Object

Score points by declaring certain cards and card combinations. The declarations, and points that they are worth run as follows:

Double bezique- Two queen of spades and two jack of diamonds. Or queen of spades and jack of hearts if spades or diamonds are trump. 50 points.
Sequences of Ace, ten, king, queen, jack in the trump suit. 25 points.

Any four Aces.	10 points.
Any four kings.	8 points.
Any four queens.	6 points.
Any four jacks.	4 points.

Bezique- Queen of spades and jack of diamonds. Or queen of spades and jack of hearts if spades or diamonds are trump. 4 points.

Royal marriage- King and queen of trump suit. 4 points.

Common marriage- King and queen of same suit but not trump. 2 points. Holding a seven of the trump suit and exchanging it for the turn-up card earns the player 1 point. 1 point is awarded for playing a seven of a trump suit. This is awarded to the loser of the 9th trick before the hand end.

When a player wins a trick, he declares by placing the appropriate cards face-up on the table. The player may make as many declarations as desired.

A trick should be held by the player who wins that trick. At the end of a deal, a player scores 1 point for each Ace and ten that was won. These are called bisques.

When players have both played cards to a trick they must take a card from the stock. The winner pulls first from the top, then the loser takes the next.

Once the last eight tricks are played after depleting the stock, the player must play a card of the suit that has been led. He must also win the trick if it is possible. If the suit that is led cannot be played, the trump suit must be used. No more declarations are possible and the players focus goes to winning bisques (aces and 10s) and the last trick. (Which is worth 1 points.)

Once the last trick is played, the deal goes to the other player and alternates between them until one player reaches the agreed number of points, most often 200.

An excellent example of Bezique play comes from THE COMPLETE BOOK OF CARD GAMES by Peter Arnold.

Trick 1. South led the nine of clubs. North, who appreciated the importance of the turn-up card, won with the queen of clubs. This was North's best play, although it suffers from the defect that it reduces North's best chance of declaring four Queens, and it informs South that he has virtually no hope of a sequence because North would hardly play a sequence card if he lacked a duplicate. North exchanged the seven of clubs for the turn-up card, and scored 1 points. He drew the King of clubs (giving him no fewer than four of the five sequence cards), and South the nine of hearts.

Trick 2. North led the nine of diamonds, and South played the seven of hearts. North declared the royal marriage and scored 4 points, making his total 5 points. North drew the King of hearts, and south the Ace of hearts.

Trick 3. North led the seven of hearts, and South played the nine of

diamonds. North declared the common marriage In hearts and scored 2 points, making his total 7 points. North drew the Ace of clubs, and South the Jack of hearts.

Trick 4. North now held a sequence, but in order to declare it, he had first to win a trick. A heart must be led, and he chose the Queen. Undoubtedly, it was the best lead. The Ace of hearts is not a good lead, because, if trumped, it will cost North a brisque; and it is better for North to save for four Kings, instead of for four Queens, because not only does it gain 2 more points, but North had already played a Queen so the chance of drawing a Queen was slightly less than that of drawing a King. South played the nine of hearts. North declared his Ace, ten, and Jack of clubs and scored 25 points for the sequence, giving him a total of 32 points. South had not yet scored. North drew the ten of spades, and South the Jack of diamonds.

Trick 5. North's trumps were no longer of vital importance to him, and could be played if desired. The two Kings were important because North had made up his mind to save for Kings, and it is an error of tactics to change one's mind during the game. The Aces and tens were important, because they furnish briques. So North led the Jack of clubs. South had a bezique in his hand, but unfortunately he could not win the trick and declare it. The best he could do was to play the Jack of hearts. North drew the eight of diamonds, and South the Queen of diamonds.

Trick 6. North led the 8 of diamonds. South won with the ten of diamonds, putting away a brisque for himself, and declared bezique. South's 4 points for bezique was his first score, and he was a long way behind North's 32 points. South drew the ten of hearts, and north the Ace of clubs.

Trick 7. South now had the lead. He chose the seven of clubs and scored 1 points, making his total 5. It was the best lead, because the lead of either heart would probably be trumped and a brique lost. He had to save for four Queens, and the Jack of diamonds was out of the question since there was always the possibility of declaring double bezique. North was more or less compelled to win with the Queen of spades. North drew the eight of diamonds, and South the Queen of spades.

Trick 8. North led the eight of diamonds, and South won with the eight of clubs and declared four Queens (6 points) giving him a total of 11. North, with a total of 32 points, was still well ahead, but he noted with some concern that south would be able to declare double bezique if he was lucky enough to draw the other Jack of diamonds. South drew the nine of spades, and North the eight of spades.

Trick 9. South led the nine of spades, and North won with the ten of spades. North draw the Jack of spades, and South the eight of spades.

Trick 10. North led the eight of spades, and South played the other eight of spades. North drew the eight of hearts, and South the Jack of hearts.

Trick 11. North led the eight of hearts, and South won with the ten of hearts. South drew the King of diamonds, and North the eight of hearts.

At this point the hands were as in the illustration below. The score was North 32 points, South 11 points.

Trick 12. South led the Jack of hearts, and North played the eight of hearts. It would not have been good play for North to win with the Ace of hearts because, though this would have given him a brisque, it is better for North to save for four Aces now that he held three. South laid down his King of diamonds and scored a common marriage (2 points), giving him a total of 13 points. South drew the seven of spades, and North the Ace of spades.

Trick 13. South led the seven of spades. North won with the Jack of spades, and declared four aces (10 points). This raised his total to 42, and he had a good lead on South, whose score was only 13 points. North drew the Jack of clubs, and South the nine of spades. South's hand with its three bezique cards was not without possibilities.

Trick 14. North led the Jack of clubs, and South played the nine of spades. North drew the Jack of spades, and South the nine of hearts.

Trick 15. North led the Jack of spades, and South played the nine of hearts. North drew the King of clubs, and South the Jack of diamonds.

Trick 16. Now, of course, the whole game changed, because South held a double bezique, though he had to win a trick before he could declare it. If the stock is nearly exhausted it is proper for North to lead trumps in an attempt to prevent South from winning a trick. It was, however, too early in the game for these tactics, so North led the Ace of spades, hoping that it would not be trumped, and South, who had no trump in his hand, discarded the married Queen of diamonds. North drew the ten of diamonds, and South the ten of clubs, a vital card.

Trick 17. North, who by this time suspected that South held double bezique, led the Ace of hearts, hoping that South would still not be able to trump. This time however, he was doomed to disappointment, because, of course, South was able to win with the ten of clubs and declare double bezique. The score of 50 points for double bezique raised South's total to 63 and gave him a lead of 21 points because North's score was only 42 points. South drew the Ace of spades, and North the King of spades.

Trick 18. South, who had no further use for his bezique jacks, led a Jack of diamonds. North won with the ten of diamonds and declared four Kings (8 points), raising his score to 50 points. North drew the nine of clubs, and South the Ace of diamonds.

Trick 19. North led the nine of clubs, and South played the Jack of diamonds. North drew the eight of clubs, and South the Ace of diamonds.

Trick 20. North now suspected that South was on the point of declaring four Aces. His tactics, therefore, had to be aggressive, and since the other ten of clubs had been played, his trumps were all winners, and he played them to prevent South from declaring. North led the Ace of clubs, and South played the Queen of spades. North drew one seven of diamonds and South the other.

Trick 21. North led the Ace of clubs, and South played the seven of diamonds. North drew the Queen of hearts, and South the ten of hearts.

Trick 22. North led the ten of clubs, and South played the Queen of spades. North declared the common marriage in hearts (2 points) raising his total to 52 points. North drew the King of spades, and South the seven of spades.

Trick 23. North led the King of clubs, and South played the seven of spades. North drew the King of diamonds, and South the ten of hearts.

Trick 24. (Last trick) North led the King of clubs, and South played the Queen of diamonds. North scored 1 points for the last trick, bringing his total to 53 points. South's score was 63 points, and from the time that he had declared double bezique North had little chance to overtake him. He did well, however, to prevent South from declaring four Aces and so adding another 10 points to his score. North drew the King of hearts, and South picked up the seven of clubs exposed on the table.

South was lucky to win all his bisques, giving him a score of 10 points; North won six bisques for a total of 6 points. The final score, was South 73 points, North 59 points.

Casino

Rules of Casino

Options
Royal/Regular - When choosing the royal, Jacks, Queens, Kings and Aces act as 11, 12, 13, and 14 in values for combining cards. Regular views them as faces cards, thus a King is the only card that can be combined with the King. The player may not add up a Jack and a 2 to equal the King.

Against - There are five levels of difficulty in Card Players Paradise. The levels are (from easiest to hardest) Novice, Duffer, Regular, Veterans, Experts.

Setup

Casino is a card game in which a full deck of 52 cards is used. Each of two players is dealt four cards and then four other cards are dealt to the center of the table. This is referred to as the layout. The rest of the deck (40 cards) are put in the stock.

Game *Play*

The object of the game is to take in cards which score as follows:

10 of Diamonds(great casino)	2
2 of Spades(little casino)	1
Majority of cards(27 or more)	1
Majority of Spades(7 or more)	1
Aces	1
All cards in layout (sweep)	1

Each player in turn, beginning with the non-dealer, plays a card. Cards are played until both players have exhausted their four cards. At this point the dealer deals out four more cards to each player. The object is to match a card or set of cards to those in your layout.

During each players turn, the players can do one of three things. Build, Combine, or Trail as their game turn.

Build - The player may put a card from his hand on top of a card in the layout to build up to the value of card being held. If the layout has a 7 of hearts and the player has a 9 of diamonds and a 2 of clubs. The player can build on the 7 of hearts in the layout with the 2 of clubs. Next turn these built cards can be combined with the 9 of diamonds.

Combine - When a card from the player's hand and a card or set of cards from the layout are equal in value, they can be combined. It is combining cards which gains points and thus allow a player to win the game.

Trailing - When there is no combining or building that can be done, the player must choose to trail the card. When a card is trailed it is added to the layout as a new pile.

Once all the cards are gone, the points are compiled and the game round is considered over. A full game is over when the scoring has reached.

Interface/Game Operation

Player Name

After the introduction sequences are completed, a list of five names will be displayed. If you have never played before and must enter a name, click with the RMB (right mouse button) on the player slot that you wish to occupy. You can enter any name you wish to at this point. Once a name is entered depress the enter key. The name will appear in the slot you have designated.

To choose a player name to use for the current game session, click with the LMB (left mouse button) on the desired name.

To change the table texture that is displayed within the game click with the RMB on the edge of the table. Try some of the different beautiful table textures that for some may be more attractive than the default selection that is displayed.

Main Menu

The main menu displays the various options that are available to the player at the beginning of the game. To choose an option, click with the LMB on the desired icon.

Single Menu

The main menu screen has many options to choose. To choose an option, click with the LMB on the desired icon on the screen. Listed below are the areas of the screens that can be chosen:
  • Picture on the wall of Opening in a Labyrinth
  • Maze
  • Picture on the wall of World Map
  • Around the World
  • Trophies on Mantle
  • Player History
  • Phone on the Desk
  • Communications Screen
  • Title of Game
  • Play the individual game
  • Cards on the Table
  • Choose another player
  • Button saying Quit to DOS
  • Exit the game to DOS

Any game can be exited by depressing the ESC key on the keyboard. This is a quick way to exit the game.

Game Options

Before starting any game, the player must choose the options to be used during the game. Depending on the game, there will be a number of options for the game. To change an option simply click on the option with the LMB. This will cycle through the various selections.

Once the options have been set, click on the Play button located at the bottom of the screen. You may also return to the main screen by selecting the main button.

Rummy 500

Sequence of procedures:
  • Draw a card from the stock
  • Click on the stock with the LMB at the beginning of the round.
  • Choose a set of cards from the discard pile.
  • Click on the card that you wish to take with the LMB. Then click on the cards to be put out in a meld. At this point you must click on the table above your hand. The meld eligible cards will be melded and the extra cards will be added to your hand.
  • Discard a card from your hand after melds have been put out.
  • Click on the card to be discarded with the RMB or click on the target card, then on the area of the table right of the discard stack.
  • Put out a meld from the player's hand
  • Select all desired cards with the LMB, then click on the area of the table above the players hand.
  • To add to a meld that has been put on the table already
  • Select the card to be added, then click on the meld that the card is to be added to.

Pinochle (both 3&5 handed)

  • During Bidding - Raise the bid by one
  • Click on the Bid button or depress "B"
  • During Bidding - Pass the bid without raising it
  • Click on the Pass button or depress "P"
  • Select a card to discard, put out for a trick
  • Click on the desired card
  • Select the trump suit after bidding
  • Click on any card from the suit to be selected

During gameplay, the suit that has been selected as the trump suit, the current score of the winner of the bidder and the name of the winner will be displayed across the top of the screen.

Once gameplay has been completed, a game screen will appear showing a brief description of the score for the current game as well as the running score. Once the score reaches that of the score selected during the options the game will end and a winner will be declared.

Bezique

Bezique's interface is quite simple. To choose any card to put into play, click on the card from your hand with your LMB.

The current score will be displayed on the right side of the screen. The players score will be the first of the 2 scores displayed, while the opposition score will be on the right. Any melds that either the player or the opposition achieve will be automatically placed on the table in front of the hand. These cards are still eligible for gameplay.

Remember, the last eight tricks of a game become extremely tricky and can be confusing. After a few games for practice, you should be ready to take on the world.

Casino

Three different kinds of moves are used in Casino. The procedures are outlined below. Click on a card to select it, the card will darken. To deselect a card that has been selected, click on it a second time. :

Trail a card. Click on the desired card to be trailed with the RMB or select the card with the LMB, then click on the trail button with the LMB or depress the "T" key.

Build a card. Select the desired card with the LMB, then select the card(s) in the layout to be built on. Once the cards are selected in both the layout and the players hand, depress the Build key or depress the "B" key.

Combine card (s). Select the cards from both the hand and the layout. If there are several sets in the layout, select all of them with the LMB. It is at this point that the Combine button should be chosen, or depress the "C"

Cards will be replenished to your hand after your 4 cards are depleted. Once the deck is gone, the hand is considered over and your points are calculated and given at the end of the game. The score will then be displayed and the next hand will be started.

Around the World

Test your card playing skills as you travel around the world taking part in tournament play. Each tournament and city have costs attached and the object is to complete your tour and return home with the most "money".

When one selects the Around the World option from the main menu, the player is brought to a map of the world. At the start, the player can choose to play a short or long game. The short game lasts only 7 cities, but the long one brings you on a round the world journey to 15 cities. You can play on one of the two levels of artificial intelligence. There are two tours; the pro tour or the amateur tour. When you are ready to play, click on the PLAY button at the bottom of the screen. The main button will bring the player back to the selection menu to choose another option.

Once the tournament begins in New York, USA, you must choose a city to play in. Each city holds a single game that you must challenge. The eligible cities are highlighted by a blue circle. Choose one of these cities. Once an eligible city is selected and played, cities in that zone will no longer be available and you must select a new city in a new section of the map. After a city is chosen a picture of the city and a fact will appear. In the lower right corner, the cost to enter the tournament and the travel costs will be displayed.

Hedge Maze

When a maze is selected, an option screen will appear. The player may customize the maze into the kind of game that is desired by selecting not only the size of the maze, difficulty of the maze, but the games randomly placed throughout the maze. By clicking with the LMB on any of these options, they can be changed. Also selectable within the options screen is the number of lanterns found throughout the maze.

Lanterns

As you progress through the maze, you are required to play games. Remember though that moving from area to area does take some time. If you do not complete the maze by the end of the day, then you automatically lose. The screen will darken as the day comes to a close. Having lanterns will allow you to continue into the night. Once the lanterns finally burn out, the day ends and you will lose if you have not completed the maze.
Before each game, you will be asked if you would like to bet. By betting, you are risking one of your lanterns. If you win, you receive the lantern that your opposition has bet. These can come in handy later in the day.

Coins

Coins are received as a bonus when you do well against your opposition. At the end of the day when you enter the final castle, the guards at the gate can be bribed for 10 coins. If you do not have the coins or do not choose to bribe

the guards you will have to play against them before entering to challenge the king and queen. If you choose to play against the guards and lose, you are ejected and thus lose the entire maze.

Modem Play

When you are ready for a human opponent, the modem screen is where you must go in order to get connected with another via a modem. Through a modem, your machine (local) can connect with an opponent's machine (remote). This procedure can also be done via a null modem.

We have included a very simple interface. The main area of the screen is that of the phone book. These are the numbers that you can dial by typing in a phone number and clicking with the LMB. To enter a phone number in your address book, click on a slot with the RMB. Whatever had been there will disappear and you can enter the desired phone number. Once you have entered the phone number, depress the "ENTER" key

The most important button on the screen is located directly below the phone book. It is the port button. This is the port on which your modem is located. It is usually referred to as a COM port. It is usually COM 2 or port 2 that is used. Before dialing a number, the port must be correctly set.

When the player is ready to play, one player must click on a phone number to dial and be the sender, the other must click on the receive button and be the receiver. Once a connection is made, the players will appear back on the main screen. Player one's mouse cursor will appear as an arrow. This person will be able to select the game and initiate all options.

Summary of Card Terms

BUILD - During Casino; adding a card from the player's hand to a card in the layout without capturing it for score.

COMBINE - During Casino; capturing cards for points.

COUNTER CARDS - Ace, 10, King, Queen of any suit

DECK - A deck of cards contains 52 cards divided into 4 suits of 13 cards each.

KITTY - When all cards are dealt to the players, the cards that are left over are given to the winner of the bid. This player must then discard 6 cards into their collection pile.

LAYOUT - Cards in the center of the table during a game of Casino.

LEAD PLAYER - The lead is the player who begins a trick. He is the person that puts out the first card.

PINOCHLE DECK - A deck of cards with all cards below 9 removed from the deck.

REDEAL PASSOUTS - This is an option in Pinochle. It is used during the bidding process. If the opening bids are passed by all players, the cards are collected and the hand is started over with a new deal of the cards.

STOCK - In Rummy 500 and Casino, this is the pile from which new cards are drawn during the game.

STRIKE THE DEALER - This is an option in Pinochle. It is used during the bidding process. If the opening bids are passed by all players, the dealer must automatically take the bid.

SUIT - There are four suits of cards - Spades, Hearts, Clubs, and Diamonds. Each suit has 13 cards, one of each of the following: Ace, 2-10, Jack, Queen, and King

TRAIL - During Casino; making a new pile in the layout with a new card from the player's hand when there is no possibility of building or combining cards.

TRUMP SUIT - During Pinochle and Bezique, a trump suit is a suit that will beat the suit being played.

Credits

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