



19808 Nordhoff Place • Chatsworth, CA 91311

2125036-211001  
Apple IIGS

GIN KING

K  
♦



♦  
K

USERS MANUAL

**Gin King**  
**Users Manual**

**For the Apple IIGS Computer**

---

# Table of Contents

---

Table of Contents .....	i
Introducing Gin King .....	1
Overview .....	1
About This Manual .....	1
Features .....	2
The Rules of Gin .....	3
History .....	3
Rules .....	3
Playing Gin King .....	6
Menus .....	6
Entering Information .....	7
Apple Menu .....	8
File Menu .....	9
Edit Menu .....	10
Settings Menu .....	10
Options Menu .....	14
Drawing .....	17
Discarding .....	17
Knocking .....	17
Wrap-up .....	18
Computer Personalities .....	19
Overview .....	19
Irv .....	19

Willy .....	19
Sonia .....	20
Mort .....	21
Bernie .....	22
Phyllis .....	23
Shark .....	24
Appendix A: Glossary .....	25
Index .....	27

# Introducing Gin King

---

## *Overview*

Gin Rummy is one of the most popular two player card games in the world today. The rules are straight forward and easily learned, yet the game contains enough complexity and subtlety to become an addictive pastime.

*Gin King's* unique blend of features provides both beginners and experts with a challenging and entertaining Gin playing partner. Seven different computer personalities are available to challenge or teach you. Beginning and intermediate players will find that the computer players' insights and advice will improve their game. Advanced players will find a more than worthy opponent in *Gin King*.

Before *Gin King* may be run, the program must be installed. Follow the directions on the *How to Install Cribbage King / Gin King* instruction sheet.

## *About This Manual*

This manual describes how to use the *Gin King* program. In addition, the manual contains a "Rules of Gin" chapter (page 3), a glossary of Gin terms (page 25), and a chapter describing the playing styles of the seven computer players (page 19). For your convenience, a subject index (page 27) is also included.

## *Features*

*Gin King* contains many exciting features not found in other computer Gin games:

- ◆ You may play standard Gin Rummy or Oklahoma Gin (see page 10).
- ◆ You may play against seven distinct computer personalities: Shark, Phyllis, Bernie, Mort, Sonia, Willy, and Irv. Each computer player has its own strengths and weaknesses. (See page 19.)
- ◆ The computer players may be made to play against each other.
- ◆ You may ask for advice from any of the seven computer personalities. Advice is given in clear conversational English.
- ◆ A "duplicate" Gin mode is available. After playing a game, another human or a computer player can replay the game with the same cards being dealt. (See page 11.)
- ◆ You may set up scenarios for analysis. (See page 12.)
- ◆ A record of your tournament games' win-loss record is kept on disk.
- ◆ The top computer player, Shark, employs sophisticated Artificial Intelligence techniques that make it the toughest computerized Gin opponent available.

# The Rules of Gin

---

## *History*

Sometime between 1850 and 1860, a Spanish game called *Conquian* crossed the Mexican border into the southwestern United States. The Americanized version of Conquian was called *Coon-Can*. Coon-Can combined two Rummy-like elements: scoring by laying down cards in melds or matched sets, and scoring by "going out", or getting rid of all cards in one's hand. Conquian survives today as *Panguingue*, or Pan, and is played with a Spanish deck.

Conquian and Coon-Can spawned two other classes of card games: those emphasizing scoring by melding, and those emphasizing scoring by going out. In the melding category are such games as Five-Hundred Rum, Canasta, and Samba. The "going out" games include Rummy, Knock Rummy, and Gin Rummy.

In 1909, Elwood T. Baker of New York sought to improve upon the popular game of Knock Rummy. He called his invention "Gin" Rummy to differentiate it from the many "Rum" games in existence. Today, his game is the most-played two-player card game in the world.

## *Rules*

**Players.** Gin Rummy is played with two players.

**Cards.** A regular pack of 52 cards is used. The King is high and Ace is low. Each face card has a value of 10, Aces have a value of 1, and the values for the other cards are equal to their rank.

**Draw for Deal.** Each player draws one card. The player drawing the high card may deal or require his opponent to deal. The winner of each hand deals the following hand.

**Deal.** Each player is dealt ten cards. The rest of the deck becomes the stock, and its top card is turned over as the first upcard.

**The Play.** The nondealer may begin play by taking the first upcard. If he refuses it, the dealer may take the first upcard. If both refuse the upcard, the nondealer draws the top card from the stock and play begins.

Each player begins his turn by either drawing from the stock or taking the top card in the discard pile (the upcard). He must then discard one card to the discard pile. This card becomes the new upcard. Players alternate turns in this manner until the hand is over.

If a hand continues until there are only two cards in the stock, the hand ends in a tie, with no scoring.

**The Object.** The object of the game is to form the hand into matched sets (also called melds or spreads). There are two types of melds that can be formed: groups and sequences. Groups consist of three or four cards of the same rank (6♥,6♦,6♣). Sequences consist of three or more cards of the same suit in sequence of rank (3♠,4♠,5♠).

**Knocking.** The cards in a player's hand that are not formed in matched sets are called deadwood. A player may legally knock when the total of his deadwood is ten points or less. Aces are worth 1 point, face cards are worth

10 points, and the other cards are worth their index value. If the player has no deadwood, it is called a gin hand.

When a player knocks, his cards are arranged into melds and deadwood and are laid face up on the table. The other player does the same. In addition, the other player is entitled to play whatever cards he can on the knocker's melds. This is called laying off. A player may not lay off if the knocker has laid down a gin hand.

**Scoring.** If the knocker has a lower count of deadwood than his opponent, he scores the difference. If the knocker has laid down a gin hand, he scores the difference in deadwood plus a 25 point bonus for gin. If the opponent has less or equal deadwood, he scores the difference plus a 25 point bonus for undercutting.

The first player to reach 100 points wins the game and receives a 100 point game bonus. Each player receives a 25 point bonus for each hand he won during the game. This is called the box or line bonus. If the loser has not won a hand during the game, he is shut out or skunked, and the winner's score (including the game bonus) is doubled.

The loser's points are subtracted from the winner's points. The resulting number represents the total winnings for that game.

If a hand continues until there are only two cards in the stock, the hand ends in a tie, with no scoring.

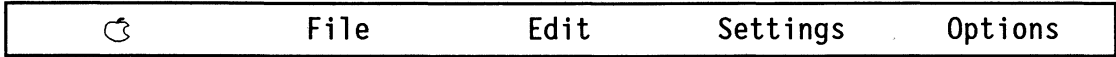
**Oklahoma Gin.** In Oklahoma Gin, the first upcard (called the knock card) determines the maximum deadwood allowed when knocking. If the knock card is an Ace, the player must have a Gin hand to knock. If the knock card is a spade, stakes for that hand are doubled.

# Playing Gin King

---

## Menus

Pull-down menus are used in *Gin King* to access the many features the program has to offer. The menu bar is always displayed at the top of the screen:



To pull down one of the menus, move the mouse cursor up to the menu bar and click the mouse button. To activate a menu selection, use the mouse to position the highlight bar to the desired selection, then release the mouse.

Many menu selections have a key label to the right of the selection. These key combinations can be used to access the selection directly, without pulling down the menu. For example, you may ask for advice by pressing **CA** (the **C** key and the **A** key simultaneously).

If it is not possible to change a menu selection, that selection will be ghosted.

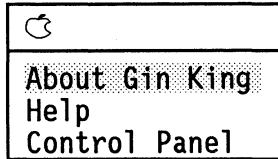
## Entering Information

At various times during the program, you will be asked to enter information by typing it in. You may use the following keys when entering information:

- Right Arrow Key    Moves the cursor one character to the right.
- ←      Left Arrow Key        Moves the cursor one character to the left.
- clear                      Clears all text in the window.
- delete                     Deletes the character to the left of the cursor and moves the cursor one character to the left.
- return                     Press the return key when you have completed entering the information.
- enter                      Same as return key.

If you have made an illegal entry, the program will re-prompt you.

## Apple Menu



### ABOUT GIN KING

This selection displays the copyright and version information.

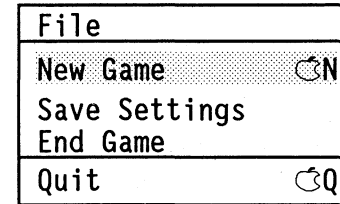
### HELP

This selection accesses the on-line help sub-menu. Select one of the five help topics. You will be presented with a window containing information on the desired topic. Most of the help topics consist of multiple pages; use the mouse to press the Next and Prev buttons. Press the Exit button to return to the game.

### CONTROL PANEL

This selection accesses the Apple IIGS control panel.

## File Menu



### NEW GAME

This selection starts a new game. If you are in the middle of a game, you must select End Game before selecting New Game.

### SAVE SETTINGS

This selection saves the current program settings to disk. The next time the program is run, these saved settings will be loaded automatically.

### END GAME

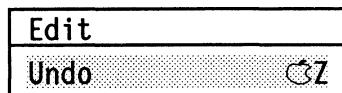
This selection ends the current game in progress. At this point, you may make any game settings changes you desire before selecting New Game.

### QUIT

This selection ends the current game in process and quits the program.



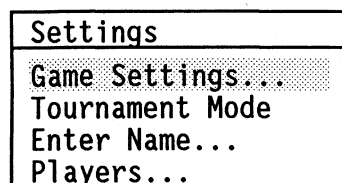
## Edit Menu



### UNDO

This selection allows you to snatch back your last discard from the discard pile in case you change your mind. See the **Discarding** section on page 17 for more information.

## Settings Menu



### GAME SETTINGS

This selection allows you to specify the Gin variant, the number of points per game, the hand display mode, and the shuffle mode. You will be presented with a dialog box containing the game settings. After you have made your choices, click the OK button. If you change your mind about your choices, click the Cancel button to restore the settings to their previous state.

**Gin Variant.** You may play standard Gin Rummy or Oklahoma Gin. This parameter cannot be changed in the middle of a game. If you are in the middle

of a game and would like to play a different type of Gin, select Start New Game from the Game Menu. You may then select a different type of Gin.

In Standard Gin Rummy, you need 10 points or less in deadwood to knock. In Oklahoma Gin, the value of the first upcard determines the required knock value. If the first upcard is a spade, the stakes for that hand are doubled.

**Points Per Game.** The number of points needed to win the game can be set to 100, 150, 200, 300, 400, or 500 points. Gin Rummy is most often played to 100 points, while Oklahoma Gin is often played to 150 points. Tournament games can be played to 200 or more points, while the world championship is played to 500 points.

**Shuffle Mode.** This parameter determines how new cards are dealt. There are three possible settings: Shuffle Cards, Replay Cards, and User Supplied Cards. The parameter can be changed anytime during the game.

When Shuffle Cards is set, cards are dealt normally (randomly) and the deck is shuffled as appropriate.

When Replay Cards is set, the cards that were dealt in the previous game are dealt again in exactly the same order. Both players will receive the same hands as in the last game. This setting is useful when you want to play "duplicate" Gin. You can have someone else (or a computer player) replay a game you just played and compare Gin skills with most of the luck removed.

The shuffle mode should be set to Replay Cards before the next game is started. If the second game goes longer and requires more deals (and more cards), the additional cards will be dealt normally (randomly).

If you select Save Settings after completing the first game, the cards dealt during the game are saved along with the other settings. (See the discussion

of Save Settings on page 9.) In this way, you or someone else can replay the game at some later date.

The User Supplied Cards mode is used to set up different scenarios for analysis. Every time the program needs to deal a hand or supply a card, it will ask you to enter the card(s) instead.

To enter cards manually, indicate the rank of each card using A, 2, 3, 4, 5, 6, 7, 8, 9, 10, J, Q, K. Indicating the suit of each card is optional. Suits are entered by using C, D, H, S. Cards may be separated by spaces, commas or not at all. The program will beep and re-prompt you if it can't understand what you're trying to say.

You are not required to enter all the cards asked for or any at all. If you don't enter enough cards for a hand, the program will deal the remaining cards randomly. This means that if you just press the Enter key when asked to supply cards, the hand will be dealt normally (randomly). If you enter a card that has already been taken, the program will choose the closest available card.

Here are some examples of entering hands:

Example 1: AS, 2H, 5C, 5D, 10S, QH  
Example 2: A 5 6 4D 3D  
Example 3: 4H56

When entering cards, you may use the editing keys discussed in the **Entering Information** section on page 7.

**Hand Display Mode.** Your hand may be displayed in one of four formats: matrix display, sorted by rank, sorted by suit, sorted by melds. When the setting is Matrix Display, your hand is displayed in a rank by suit matrix format. Each row is a suit (clubs, diamonds, hearts, spades from bottom to top) and each column is a rank.

When the setting is Sort by Rank, the cards are arranged in one row. The cards are sorted first by rank, and then by suit within each rank. When the setting is Sort by Suit, the cards are sorted first by suit, and then by rank within each suit.

With the Sort by Melds setting, the program will arrange the hand into matched sets on the left and deadwood (sorted by rank) on the right. The Sort by Melds setting is not available in a tournament game.

#### **TOURNAMENT MODE**

Tournament mode is used when you want to play a "for the record" game of Gin against the computer. Tournament mode may only be set to on at the very beginning of a game. While in tournament mode, you may not ask for advice or change the opponent. Cards are shuffled and dealt normally. When you complete a tournament game, your personal playing history is updated on disk. See the discussion of Show History on page 16.

#### **ENTER NAME**

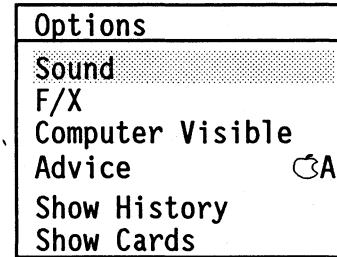
Use this selection to change the name that the program uses to identify you. When editing your name, you may use the editing keys discussed in the **Entering Information** section on page 7.

#### **PLAYERS**

This selection is used to choose your opponent or select your tutor. You will be presented with a dialog box containing the names of the seven computer personalities and radio buttons for player 1, player 2, and the tutor. Click on the OK button when you are finished.

You may change the players in the game at any time. If a human player is participating, he or she may only be player 1.

## *Options Menu*



### **SOUND**

This selection turns the sound effects on and off.

### **F/X**

This selection turns the special visual effects on and off.

### **COMPUTER VISIBLE**

To learn more about Gin or your opponent's strategy, you may ask the computer player to play with his hand showing. In a tournament game, your opponent's hand will remain hidden.

### **ADVICE**

When it is time for you to draw, discard, or decide to knock, you may ask one of the computer players for advice. The computer player giving advice is called the tutor and may be changed by accessing the Players Menu. (See the Players selection under the Settings menu, page 13.) The computer personalities and

an explanation of the advice they give can be found in the **Computer Personalities** chapter on page 19.

#### SHOW HISTORY

*Gin King* can be made to keep track of your wins and losses against the computer players. The program must be in "tournament" mode for this to happen. See the discussion of tournament mode on page 13.

When you select Show History, the program will display your win and loss records and the total points gained (or lost) against the various computer opponents in tournament mode.

Each user of your program may have his or her own personal playing history stored and updated on disk. Make sure that each user of the program uses a different name. See the Players selection under the Settings menu on page 13 for information on changing the human player's name.

#### SHOW CARDS

Good Gin players have the ability to remember which cards have been discarded and which cards have been picked up by the opponent. You can use the "Show Cards" feature to check your memory.

Three rows of cards are displayed. The first row shows the cards in the discard pile. The second row shows the cards that your opponent has picked up from the discard pile. The third row shows the cards that you have picked up from the discard pile.

If there are too many cards in the discard pile, the program will show the cards not yet seen instead. The Show Cards feature is not available during a tournament game.

## *Drawing*

When it is your turn to draw, you may either draw from the stock or take the upcard. Position the arrow over the stock to draw from the stock or position the hand over the upcard to take the upcard. Click the mouse to pick up the card.

You may ask for draw advice by selecting Advice from the Options Menu. Draw advice is described in the **Computer Personalities** chapter on page 19. If you would like to change who you are getting advice from, change the tutor using the Players selection in the Settings Menu. (See page 13.)

## *Discarding*

To indicate your discard, use the mouse to position the pointer over the appropriate card. Click the mouse to discard.

You may ask for discard advice by selecting Advice from the Options Menu. Discarding advice is described in the **Computer Personalities** chapter on page 19. If you would like to change who you are getting advice from, change the tutor by accessing the Players Menu. (See page 13.)

## *Knocking*

After you make a discard, you will be asked if you wish to knock. To knock, position the pointer over the knock card and click the mouse. To discard without knocking, position the pointer over the discard pile and click the

mouse. If you try to knock before you can do so legally, the program will reject your choice.

You may change your mind about discarding the card in question. Select Undo from the Edit menu to undo the discard.

You may ask for discard advice by selecting Advice from the Options Menu. Knock advice is described in the **Computer Personalities** chapter on page 19. If you would like to change who you are getting advice from, change the tutor by accessing the Players Menu. (See page 13.)

## *Wrap-up*

At the end of the game, the program will present the final score sheet and some statistics.

# Computer Personalities

---

## *Overview*

This chapter contains descriptions of the computer personalities and an explanation of their advice. When giving advice, the computer players are telling you how they themselves would play the hand. In this chapter, the computer players are presented in order from the simplest to the most complex.

## *Irv*

Irv's draws and discards are completely random. He does know how to form melds, however, so if the right cards come his way, he will knock. Since Irv rarely is able to knock, you should have no trouble beating him. Don't bother asking him for advice.

## *Willy*

Willy makes quick decisions without in-depth analysis. The advice he gives is appropriate for beginning Gin players.

When considering whether to draw from the stock or take the upcard, Willy will elect to take the upcard if it reduces the deadwood count in the hand. His draw advice would look like:

Advice from Willy: Take the 6♠. This will reduce your deadwood from 69 to 65 points.

When considering which card to discard, Willy will make the discard that minimizes the deadwood in the hand. Typical discard advice would look like:

Advice from Willy: Discard the 7♠. After discarding the 7♠, your melds are: 4♠ 5♠ 6♠ 7♠, K♣ K♦ K♥. This leaves 6 points in deadwood.

Willy does not remember what cards have been played, so defense does not enter into his thinking.

Willy will always knock as soon as possible. Typical knock advice would look like:

Advice from Willy: Knock. You can knock with: 4♠ 5♠ 6♠ 7♠, K♣ K♦ K♥. This leaves the A♠, 2♦ and 3♦ (6 points) in deadwood.

## *Sonia*

Sonia plays a balanced but simple game. Sonia will take the upcard only if it increases the number of cards in melds in the hand. Her draw advice would look like:

Advice from Sonia: Take the 8♠. The 8♠ can be formed in a meld with the 7♠ 9♠ 10♠. This will increase the number of cards in melds from 3 to 7.

Sonia uses the same discard and knocking strategy as Willy, and therefore gives the same advice.

Once you gain some Gin experience, neither Willy nor Sonia should be difficult to beat. Since neither player remembers what cards have been played, you will be at an advantage when playing one of them if you are able to keep track of the cards yourself. You may use the Show Cards (F6) feature to check yourself.

## *Mort*

Mort plays conservatively and always tries to minimize his risk. He uses the same drawing strategy as Sonia. Unlike Willy and Sonia, Mort does remember all of the cards that have been played. When discarding, he is very concerned with defense, although he will not discard a melded card. When Mort advises:

Shark does not have the J♠, K♣ or K♦, so he can't use the K♠.

it means that the cards in question are either in the hand or in the discard pile. In the example above, Shark will not be able to form the K♣ into a meld.

Mort may advise:

Shark is holding the 7♦ and 8♦, so the 4♠ is a better discard than the 9♦.

Mort tries to avoid discarding a card that the opponent can obviously use.

Additional advice from Mort may look like:

There are only 2 missing melds that can be formed by Shark with the 2♦, compared with 3 melds with the 2♠.

Mort is comparing the defensive potential of two competing discards. In the example above, assume that we know that Shark does not have the A♦. The missing (or unaccounted for) three card melds that can be formed with the 2♦ are the 2♦ 3♦ 4♦ and the 2♣ 2♥ 2♦. The missing melds that can be formed with the 2♣ are the A♣ 2♣ 3♣, 2♣ 3♣ 4♣ and the 2♣ 2♠ 2♥. From Mort's point of view, this makes the 2♦ a better discard than the 2♣. Mort will always knock as soon as possible.

Since Mort plays defensively, your games with him will tend to be longer. Over the course of an entire hand, he will give up too many melding possibilities and therefore is not difficult to beat. If you want defensive advice, however, he's the one to ask.

## *Bernie*

Bernie plays aggressively and always shoots for maximum score. He uses the same draw strategy as Sonia and Mort. He will not knock until he has Gin.

When considering discards, he is only concerned with the melding possibilities of his own cards; he does not care about defense.

Typical discard advice would look like the following:

Only 1 card will help the 3♠ in your hand, compared with 3 cards that will help the 4♠.

When Bernie says that 3 cards will help a particular card in your hand, he is talking about how many cards are still in the deck that could be drawn and formed into a meld with the card in question. In the example above, suppose we hold the 4♣ along with the 3♣ and 4♣, and that we know that the 5♣ is in the discard pile. The only card that we could draw that would immediately

meld with the 3♣ is the 2♣. The 3 cards that we could draw that would meld with the 4♣ are the 2♣, 4♦ and 4♥. From Bernie's point of view, this makes the 3♣ a better discard than the 4♣.

Bernie plays aggressively and the hands will tend to go quickly. Although he will tend to discard cards that will help you, he will also form his melds faster than a typical player. He is not easy to beat.

## *Phyllis*

Phyllis always makes the best percentage play, and is the second toughest computer opponent. Phyllis uses the same drawing strategy as Sonia, Mort, and Bernie.

For her discard strategy, Phyllis uses a balanced mix of offensive and defensive considerations. Her discard advice is a combination of Mort-type and Bernie-type advice.

When considering whether to knock or to go for Gin, Phyllis looks at the deadwood and determines if there are any cards that cannot be melded in one draw. If such is the case, she will advise you to knock immediately.

## *Shark*

Shark is the strongest computer player. Although he uses the same drawing strategy and discard strategy as Phyllis, he is the only player who is aware of the score, and this difference is worth a 5% advantage in games. Shark's knock advice will often differ from Phyllis'. Shark will knock as soon as possible if he only needs a few points to win. He will also knock immediately if he needs to score to avoid a shutout. If Shark thinks that he can catch you with a lot of deadwood, he will knock immediately rather than go for Gin.

Have fun!

## Appendix A: Glossary

---

**Box** - When a player wins a hand during the game, he or she gets credit or a box. At the end of the game, each player receives a 25 point bonus for each box won during the game.

**Deadwood** - The cards that are not formed into melds or matched sets are called the deadwood.

**Knock** - When a player knocks, his cards are arranged into melds and deadwood and are laid face up on the table. The other player does the same.

**Knock Card** - In Oklahoma Gin, the first upcard determines the required knock value. If the knock card is a face card, a player may knock when he or she has 10 points or less in deadwood. If the knock card is an Ace, you must go Gin to win the hand. If the knock card is a spade, the points for that hand are doubled.

**Laying Off** - When a player knocks, his opponent is entitled to play whatever cards he can on the knocker's melds. This is called laying off. A player may not lay off if the knocker has laid down a gin hand.

**Matched Set** - See Meld.

**Meld** - The object of Gin is to form the hand into matched sets called melds or spreads. There are two types of melds that can be formed: groups and sequences. Groups consist of three or four cards of the same rank (6♣,6♠,6♦). Sequences consist of three or more cards of the same suit in sequence of rank (3♦,4♦,5♦). In some card games, the term meld implies that the matched set is laid down during the game. For the purposes of *Gin King*, the term meld



is taken to mean a matched set either held in the hand or laid down after knocking.

**Skunk** - If a player fails to win a single hand before his opponent wins the game, the winner's points, including the game bonus, are doubled.

**Spreads** - See Meld.

**Stock** - The stock is the pile of face-down cards that the players draw new cards from.

**Undercut** - If one player knocks with a given amount of deadwood, and the other player has less deadwood after melding and laying off, the second player has undercut the first player. The second player scores the difference in deadwood, plus a 25 point bonus.

**Upcard** - The upcard is the top card of the discard pile.

# Index

Advice	1, 2, 6, 13-24
Baker, Elwood	3
Bernie	2, 22, 23
Box	5, 10, 13, 25
Canasta	3
Clear Key	7
Control Panel	8
Coon-Can	3
Deadwood	4, 5, 11, 13, 20, 23-26
Delete Key	7
Discard Pile	4, 10, 16, 17, 21, 22, 26
Discarding	10, 17, 18, 20, 21
Draw for Deal	4
End Game	9
Enter Key	12, 7
F/X	14
F6	21
Gin	
Duplicate	2
History	3
Oklahoma	5, 10
Rules	3
Standard	3, 10
Gin Hand	5, 25
Gin Rummy	1-3, 10, 11
Glossary	1, 25
Groups	4, 25
Hand Display Mode	10, 12

Help	8
Highlight Bar	6
Human	2, 14, 16
Installation	1
Irv	2, 19
Keys	
clear	7
delete	7
enter	7
F3	17
F6	16, 21
return	7
← (left arrow)	7
→ (right arrow)	7
Knock Card	5, 17, 25
Knocking	4, 5, 17, 21, 26
Laying Off	5, 25, 26
Matched Set	25, 26
Matrix Display	12
Maximum Score	22
Meld	20-23, 25, 26
Menus	6
Mort	2, 21-23
Mouse	6, 8, 17, 18
New Game	9
Oklahoma Gin	2, 5, 10, 11, 25
Panguingue	3
Personalities	1, 2, 13, 15-19
Phyllis	2, 23, 24
Players Menu	15, 17, 18
Points Per Game	11

Quit Program	9
Replay cards	11
Return Key	7
Rules of Gin	1, 3
Rummy	1-3, 10, 11
Save Settings	9, 11, 12
Scenarios	2, 12
Sequences	4, 25
Shark	2, 21, 22, 24
Show History	13, 14, 16
Shuffle Cards	11
Shuffle Mode	10, 11
Skunk	26
Sonia	2, 20-23
Sound	14
Start New Game	11
Statistics	18
Tournament Mode	10, 13, 16
Tutor	13, 15, 17, 18
Undercut	26
Undo Discard	10
Upcard	4, 5, 11, 17, 20, 25, 26
User Supplied Cards	11, 12
Willy	2, 19-21
Wrap-up	18