

# Cribbage

*by MeggieSoft Games*

## User Guide

# Cribbage

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# 1 Introduction

Welcome to Cribbage by MeggieSoft Games which provides Five Card, Six Card, and Seven Card Cribbage, plus the original game of Noddy from which Cribbage was evolved.

This Introduction section contains the following topics:

[MeggieSoft Games Software License](#)  
[Other MeggieSoft Games](#)

Following the Introduction section, the remaining sections are organized as follows:

[How to Play Cribbage](#)  
[Understanding the Interface](#)  
[Menus & Preferences](#)  
[Online Play](#)  
[Online Update](#)  
[Useful Things To Know](#)  
[Miscellaneous Topics](#)

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For problem reports and other support requests, please send an email to [support@meggiesoftgames.com](mailto:support@meggiesoftgames.com)

(Connection to the website and email are available as menu selections under the [Help menu](#).)

## 1.1 MeggieSoft Games Software License

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- Cribbage by MeggieSoft Games (all versions)
- Euchre & Écarté by MeggieSoft Games (all versions)
- German Whist by MeggieSoft Games (all versions)
- Gin Rummy by MeggieSoft Games (all versions)
- Pinochle & Bezique by MeggieSoft Games (all versions)
- Piquet by MeggieSoft Games (all versions)
- Rummy 500 by MeggieSoft Games (all versions)

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## 1.2 Other MeggieSoft Games

MeggieSoft Games is committed to the development of quality two-handed card games for the Microsoft Windows environment. We currently offer eight games: [Rummy 500](#) (first released in 1994), [Gin Rummy](#) (1995), [Pinochle & Bezique](#) (1996), [Piquet](#) (2003), [German Whist](#) (2003), [Canasta](#) (2004), and Cribbage



(2005).

All of the MeggieSoft Games use the same basic Graphical User Interface (GUI) . Thus the display and the use of the mouse is similar in all eight games.

For latest versions, news, etc., visit us on the Worldwide Web at: [www.meggiesoftgames.com](http://www.meggiesoftgames.com)

### 1.2.1 Canasta

Canasta adheres to the rules of "Classic Canasta" as documented in Hoyle's Rules Of Games, and other sources. A set of dealing, rule, and scoring preferences corresponding to the rules of "Modern American Canasta" are provided for those who prefer the Modern American variation, or who wish to enhance the Classic Canasta rules..

The Canasta deck of cards is comprised of 108 cards, being two normal 52-card decks plus four Jokers.

Fifteen cards are dealt to each player. The remaining cards are placed face down by the mat as the stock. The top card is turned face up on the mat to begin the discard pile. If the top card is a red three, another card is turned over on top of it (repeatedly, if necessary).

If either player has been dealt any red threes, these are placed on the mat and replaced from the stock (repeatedly, if necessary). These red threes, and any others subsequently placed on the mat, will count towards a bonus at the end of the round. They do not however form a meld.

Play starts with the non-dealer taking the first turn. Each player starts their turn by taking either the top two cards from the stock, or all of the cards from the discard pile. There are limitations on when you may take the discard pile, as described below. You continue your turn by playing melds to the mat, if you are able to and wish to. A meld is a number of cards of the same rank (e.g., three Tens) and may include a limited number of wild cards (Jokers or Twos). You conclude your turn by discarding one of the cards in your hand, unless you have melded them all.

A round ends when: (i) a player has discarded or melded their last card or (ii) there are no cards in the stock and the player whose turn it is elects not to take from the discard pile. Cards remaining in hand are deducted from the round score, and other bonuses and penalties earned are applied.

The game ends when a player reaches 5000 points (8500 points for Modern American Canasta).

### 1.2.2 German Whist

German Whist is a two-handed version of Whist which was created in England, not Germany. Why it is named German Whist is not known.

The deck is the standard fifty-two cards, being the Two through Ace of each suit (i.e., Ace is high).

Thirteen cards are dealt to each player. The remaining cards are placed face down by the mat as the stock. The top card of the stock is turned face up. The suit of this card defines the trump suit for the round.

The play starts with the leader (the non-dealer) playing a card to the mat; the other player follows. This forms the first trick.

The winner of a trick is the leader unless the follower plays a higher card of the same suit, or plays a card of the trump suit. The follower must play a card of the suit led if they are able. If they cannot follow suit, they may either play a card of the trump suit (and win the trick) or play a card of another suit (and lose the trick).

During the first phase, while there are still cards in the stock, the winner of the trick takes the top (visible) card from the stock, and the loser takes the next (unseen) stock card. The purpose of winning tricks in this phase is therefore to improve your hand as much as possible.

When all the stock cards have been taken, the second phase is played. In this phase, the winner of each trick earns one point.

A round ends after the thirteen tricks of the second phase have been played. The player with the most points wins the round. The first player to win three rounds or accumulate 50 points (depending on the [scoring preference](#)) wins the game.

### 1.2.3 Euchre & Écarté

Euchre & Écarté is a dual-mode game which can be set to play either two-player Euchre or Écarté (or a hybrid from selected rules of each)

#### Euchre

Euchre dates from the 19th century, possibly from a common root with Écarté, possibly from Écarté itself. In any case, it became very popular in the USA at that time, and may have originated with the Pennsylvania Dutch.

The standard Euchre deck for the two-person game comprises twenty-four cards, being the Nine through Ace, of each suit.

Five cards are dealt to each player. The remaining cards are placed face down by the mat as the stock, of which the top card of the stock is turned face up. The suit of this "upcard" defines the starting point for defining the trump suit for the round.

The play starts with the leader (the non-dealer) deciding whether to accept or reject the trump suit as indicated by the upcard. The process of defining the trump suit may result in acceptance of the upcard suit, the choice of another suit, or a void round if both player's pass on each step of the process.

When the trump suit is "made", the Jack of the trump suit and the Jack of the other suit of the same color are promoted to become the Right and Left Bowers and are both now part of the trump suit, ranking higher than the Ace. It is important to remember that the "other" Jack is no longer part of its original suit.

The upcard is transferred to the dealer's hand, and the dealer will then discard a card in return. (There is an available rule preference that this does not occur, in which case the upcard remains with the stock.)

Trick play then starts with non-maker playing a card to the mat to which the other player follows. This forms the first trick. (There is an available rule preference that non-dealer always leads, even if non-dealer is the maker.)

The leader of a trick is the winner unless the follower plays a higher card of the same suit, or plays a card of the trump suit. The follower must play a card of the suit led if they are able. If they cannot follow suit, they may either play a card of the trump suit (and win the trick) or play a card of another suit (and lose the trick).

A round ends after the five tricks have been played. If the maker wins the most tricks they score one point (two for all five tricks), otherwise the maker is said to have been "euchred" and the other player scores two points. The first player to accumulate 10 points wins the game.

#### Écarté

Écarté is a two-handed game which originated in 19th century France. The word Écarté means "to discard"..

The standard Écarté deck comprises thirty-two cards, being the Seven through King, plus the Ace, of each suit. The King is the highest card of each suit, and the Ace ranks between the Ten and the Jack.

Five cards are dealt to each player. The remaining cards are placed face down by the mat as the stock, of which the top card of the stock is turned face up and placed under the stock. The suit of this card defines the trump suit for the round.

The play starts with the leader (the non-dealer) deciding whether to play or propose. If the non-dealer elects to propose, and the dealer accepts the proposal, the non-dealer may exchange any or all of their cards with fresh cards from the stock. The dealer then does likewise. Another proposal may then be made, and so forth

until either the stock is exhausted (the trump card is not exchangeable), or the non-dealer elects to play.

When the non-dealer decides (or is forced) to play a card to the mat; the other player follows. This forms the first trick.

The leader of a trick is the winner unless the follower plays a higher card of the same suit, or plays a card of the trump suit. The follower must play a card of the suit led if they are able. If they cannot follow suit, they may either play a card of the trump suit (and win the trick) or play a card of another suit (and lose the trick).

A round ends after the five tricks have been played. The player with the most points from winning a majority of the tricks and from bonus points wins the round. The first player to accumulate 5 points wins the game.

### 1.2.4 Gin Rummy

Gin Rummy is oriented towards who goes out (knocks) first and who has the lesser amount of unmeldable points remaining in their hand.

A round of Gin Rummy starts with each player being dealt ten cards. As the round progresses, each player picks up from the stock or the discard pile, melds out their hand (knocking) if able, and discards a card. The following are the major features of the game:

- The last discard may be picked up as alternative to taking a new card from the stock
- Melds are only played when a player knocks. A player must have ten or less points of deadwood in order to knock. The knocking player then lays down their melds, and the other player follows by laying down their meldable cards. This ends the round.
- The points scored are based upon the difference in deadwood points between the players; plus bonuses for knocking, undercutting (having less deadwood than the knocker), and winning a game (100 points).

Gin Rummy supports all well documented variations including: Hollywood Scoring, Oklahoma Gin, and 11 Card Gins.

### 1.2.5 Pinochle & Bezique

Pinochle & Bezique is configurable to play Pinochle, Binokel, or Bezique, or even a hybrid combination.

Bezique is the older game, having originated in France where it was evolved from games dating back to the sixteenth century. Bezique then reportedly evolved into two-player Binokel in Southern Germany and Switzerland, which, after crossing the Atlantic via German immigrants, further evolved into two-handed Pinochle and then further into the four-player version. The MeggieSoft Games implementations of Pinochle, Binokel, and Bezique are of the original two-deck, two-player games. (The six-deck version of Bezique is reported as having been Winston Churchill's favorite game.)

These games combines elements of the Rummy and Whist families of games insofar as they involve trick taking and melding. Each round is comprised of two phases of trick taking and follows the following cycle:

- The cards are dealt and are played as tricks. The higher card of each trick wins the trick. Players may declare a meld only after winning a trick.
- There is no requirement to follow suit during the first phase
- Melded cards remain part of the player's hand, and may be further melded (subject to certain restrictions) or played just as other cards from the players' hands.
- After each trick (and meld if there is one), each player takes a card from the stock. The next trick is then played.
- When the stock is depleted, the round moves into the second phase.
- During the second phase, the remaining cards are played out as tricks. Players must follow suit, and must win the trick if possible.

Pinochle & Bezique supports all widely documented rule and scoring variations of the three game types.

### 1.2.6 Piquet

Piquet dates from the 15th century and is therefore one of the oldest existing card games for two players. It is also generally regarded as one of the best.

There are three phases to a round:

- After the cards are dealt, the players may exchange a number of cards from their hands with undealt cards from the stock (called the talon in Piquet). The object being to improve their respective hands for the remaining phases of the round.
- Declarations are then made, starting with the non-dealer, of particular card combinations. The three categories of declaration are: Point (the longest suit), sequences (runs of three cards or more of the same suit), and sets (three or four cards of the same face value). Points are accumulated for successful declarations, but not for those which are equaled or bettered.
- The cards are then played as tricks, with no trump suit. Points are accumulated for leading and capturing tricks.

Other bonuses apply for other features such as Carte Blanche (no face cards in dealt hand), Pique/Repique (scoring 30 points before the other player scores any), and for winning the most tricks.

### 1.2.7 Rummy 500

Rummy 500 is oriented towards building the highest possible score from creating melds.

A round of Rummy 500 starts with each player being dealt thirteen cards. As the round progresses, each player picks up from the stock or the discard pile, melds if desired, and discards a card. The following are the major features of the game:

- Any number of cards from the discard pile may be taken, provided the earliest discarded of them is melded immediately. The remainder are added to the player's hand.
- Players may lay down melds, or add to each other's melds, at any time that it is their turn. Melding scores points and reduces the liability of points in a player's hand, but gives the opponent a greater chance of scoring points from melding some of their cards.
- A round ends when one of the players has melded or discarded their last card, or when the stock is exhausted. There is no lay-off of deadwood; what the other player holds when the round ends counts against them.
- The first player to score 500 points wins the game.

## 2 How to Play Cribbage

The following is the sequence of each round:

1. The cards are dealt, the remainder forming the stock.
2. Each player discards two cards from their hand to create the "Crib".
3. The stock is cut to determine the "Starter". This card is placed face-up on top of the stock.
4. Starting with the non-dealer, the players alternately play a card from their hand and score points for combinations contained in the cards so far played.
5. When the cards have been played out, each player retrieves their cards and scores points for combinations contained within their hand and the Starter.
6. The dealer takes the crib and the Starter, and similarly scores for combinations therein.

Winning at Cribbage depends strongly upon not missing a possible scoring opportunity. Just as you might inadvertently overlook a scoring opportunity, so might the computer opponent - depending upon the [skill level](#) at which it is playing.

[Cribbage Overview](#)

[Terminology](#)  
[The Deal](#)  
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## 2.1 Cribbage Overview

Sir John Suckling, a British poet and knight, invented the card game of cribbage about 1635, reportedly as an evolution from the earlier game named Noddy. Cribbage has survived, with no major changes, as one of the most popular games in the English-speaking world.

The more modern Six Card Cribbage has now almost entirely replaced the original Five Card Cribbage game in most parts of the world. However the five card version does still survive in parts of Great Britain, where it is one of the few games allowed by law to be played in a public house for small stakes.

Cribbage by MeggieSoft Games is the traditional game for two players, and supports the original Five Card game, the later Six and Seven Card derivations, and the original game of [Noddy](#).

Cribbage is a game of cunning in which the two players must balance a number of different objectives and remain alert in recognizing scoring combinations. It is a game where experience counts - together with some luck.

The deck is the standard fifty-two cards deck, being the Ace through King of each suit (i.e., Ace is always low).

Depending upon the game variation, five, six or seven cards are dealt to each player. The remaining cards (the stock) are placed to the side of the playing mat.

In the Five Card game, non-dealer always scores three points from the deal as compensation for the dealer having the first crib scoring advantage.

There are three phases to a round of Cribbage: the Discard, the Play, and the Show.

### **Discard**

After the deal, the non-dealer selects and discards two cards from their hand, the dealer does likewise. These four cards form the "Crib" for the "Show" phase.

When both players have discarded, the remaining cards are cut and the exposed card is placed face up on top of the stock. The upturned stock card is termed the "Starter". If this is a Jack, the dealer scores two points ("for His Heels").

### **Play**

The play starts with the leader (the non-dealer) playing a card to the mat; the other player follows, and play continues until either all the cards have been played, or the cards played total 31 points (or less, if neither player has a card to play which would keep the total below 31).

In the Five Card Game, the play then stops. In the Six Card and Seven Card games, if either player has cards

remaining in hand, play continues after resetting the points total to zero; the player of the most recent card scoring "One for Go" (unless 31 points were achieved).

At the end of the Play phase, the player of the last card earns "One for Last", unless 31 points were achieved. (In the Five Card game, there may be a card or cards remaining in either or both players' hands, whereas in the Six and Seven card versions, all cards will be played from the hands.)

As each player plays a card, they will earn points if the card played makes a pair, a sequence, a total of fifteen, or a total of thirty. There are other scoreable points, as described in the [Points Scoring](#) section.

### Show

When play has completed, the cards played are returned to their respective players, who then score for combinations of cards in their hand together with the Starter (the upturned stock card). Non-dealer shows first, then the dealer. The scoring combinations are pairs, sequences, a flush (all the cards are of the same suit, including or excluding the Starter), and groups of fifteen points. If the Starter is not a Jack and a player holds the Jack, they score an extra point. After the players have scored the points from their hands, the dealer takes the crib and scores points for the same combination types therein (together with the Starter), with the exception that a flush must be five cards (i.e., including the Starter).

Repeated rounds are played until one of the players has reached a total of 61, 121, or 181 for the five, six and seven card games respectively.

## 2.2 Terminology

**Noddy:** The original game from which Cribbage was derived.

**Five Card Cribbage:** The original form of Cribbage, which remains very common in Great Britain.

**Six Card Cribbage:** Also known as "Modern Cribbage". Nowadays, the most commonly played variant.

**Seven Card Cribbage:** A less commonly found variant of Six Card Cribbage.

The following are the general terms associated with playing Cribbage:

**Starter:** The upturned card placed on top of the stock after the players have discarded to the crib.

**Discards:** The two cards discarded by each player from their hand before play commences.

**Crib:** The set of four cards, comprised of the two discards from each player.

**Elder:** Non-dealer.

**Pone:** Non-dealer. An alternative term for "Elder". Herein, the term "Elder" is used.

**Face Points:** The pip value for Ace through Ten, ten for Jack, Queen and Ace. The face points are used when tallying combinations of fifteen and thirty-one points.

**Muggins:** The failure to score all available points. If the associated [rule preference](#) is enabled, the other player may claim the overlooked points.

**Cutthroat Cribbage:** The term commonly used for the game of Cribbage when the "Muggins" rule preference is used.

**UnderPegging:** Not scoring all of the points available. A player who calls "Muggins" may score the difference between what was pegged and what could have been pegged, as described under "[Claiming Muggins](#)".

**The Show:** The final part of a round, after the cards have been played, when points are scored for the combinations that were within each player's hand, and within the crib.

**Skunk:** A game scoring method whereby an extra game is scored (i.e., two games are scored instead of one game) if a game is won by 31 points or more. Skunk scoring may be enabled via the [scoring preferences](#).

**Double Skunk:** A Skunk of 61 points or more. Either two or three bonus games are scored (i.e., a total of three games or four games), as defined in the scoring preferences.

The following terms refer to the special cards and card combinations from which points may be scored (these are described fully in the "[Points Scoring](#)" section):

**Elder:** Three points (standard for Five Card Cribbage only)

**His Heels:** The Starter is a Jack

(**His Nibs:** An alternative term for "His Heels". Herein, the term "His Heels" is used.)

**Fifteen:** A group of cards which totals fifteen face points.

**Pair:** Two cards of the same rank, i.e., two Kings, or two Sixes.

**Pair Royal:** Three cards of the same rank, equal to three different pair combinations.

**Double Pair Royal:** Four cards of the same rank, equal to six different pair combinations.

**Sequence:** A group of consecutive card values, i.e, Nine, Ten, Jack.

**Thirty-One:** A group of cards which totals thirty-one face points.

**Last:** The last card of the play phase. Playing this card earns one point, unless it also brings the face points total to thirty-one.

**Go:** In the Six and Seven card versions of Cribbage, the last card played before the play total is reset to zero. Playing this card earns one point, unless it also brings the face points total to thirty-one.

**Flush:** A group of cards of the same suit.

**His Nob:** The Jack of the same suit as the Starter. This card earns one point when it is within one of the player's hands or the crib during the Show.

(**His Nobs:** An alternative term for "His Nob". Herein, the term "His Nob" is used.)

The following terms refer to the game of Noddy:

**Knave Noddy:** The Jack of the suit of the starter card

**The Hitter:** The card that makes the face points total equal thirty-one. "Two for the Hitter" is an alternative term for "Thirty-one for Two".

**Twenty-Five:** A group of cards which totals twenty-five face points. This is a scoring combination in Noddy.

## 2.3 The Deal

The first round is dealt automatically after you confirm that you will start the first round, or after the cut for deal (if this option is selected).

The standard deal is six cards each, dealt singly. (If either of the five or seven card variants have been selected, the deal will be five or seven cards each.)

For the first round of the game, if the "Elder Pegs" [rule preference](#) is selected (as is the default for the 61 point game of Five Card Cribbage), three points are awarded to non-dealer as compensation for the dealer's advantage in scoring the first crib.

After the end of each round, Cribbage will shuffle and deal the cards for the next round.

At the end of each game, you will be asked if you want to proceed with the next game. If you select "Yes", Cribbage will shuffle and deal the cards.

At any time, you may select "[Replay Game](#)" from the [Game Menu](#). In this case, the current game is abandoned, and the cards are redealt. Alternatively, you can select "[Replay Round](#)", in which case the current round is restarted. In both "replay" cases, the cards are dealt as before, without reshuffling. If you wish to restart a game with a fresh shuffle of the cards, select "[Restart Fresh Game](#)" from the Game Menu.

If "[AutoMouse Cards](#)" is enabled, the mouse pointer will be moved automatically to the player's hand after the cards have been dealt.

Previous deals may be replicated via the "[Replicate Game](#)" option of the [Game Menu](#), or via "[Game Scores](#)" under the [View Menu](#). Also, deal sequences may be fixed for a whole series of games via the "[Tournament](#)" option under Dealing Preferences. This permits multiple players to play the same series of deals.

## 2.4 Discarding To The Crib

After the deal, each player discards two cards from their hand to form the crib. The crib will be used by the dealer to score additional points during the Show phase at the end of the round.

To select and discard your cards:

1. Click on each of the two cards to be discarded (they will be highlighted).
2. Click on the mat (the central playing area).

Alternatively, unless you have disabled the [AutoCard](#) player preference, you may double-click on each card in turn.

The cards that you selected will then move to the left side of the mat, face down. If you wish to review which cards you discarded during the remainder of the round, you may do so by clicking down on the cards you discarded. They will then be displayed face-up until you release the mouse button.

The higher opponent [skill levels](#) apply probability analyses in determining which cards to discard. These analyses include probability tables with respect to what the crib might be worth for a given pair of discards. You may refer to these [Crib Expectation Tables](#) for your own use, should you wish.

After both players have discarded to the crib, the stock is cut and the cut card is turned face up on top of the stock. This card is known as the "Starter". If this card is a Jack, the dealer scores "Two for His Heels".

Note: As a reminder, the larger of the two peg symbols in the [status bar](#) indicates which player will be scoring for the crib at the end of the current round.

## 2.5 Playing The Hands

After the players have discarded to the crib, each player (starting with non-dealer) alternately plays one of the cards from their hand in turn until the points value total of the played cards totals 31, or until neither player is able to play a card without exceeding a total of 31 points.

If you are unable to play a card within the thirty-one point limit, press the "Go/Pass" button on the [ScoreBar](#).

To play a card, position the mouse pointer over the card and click the RIGHT mouse button. Alternatively, you may click the LEFT mouse button with the ALT key depressed. Alternatively, you may drag and drop a card directly from your hand to the mat. Alternatively, unless you have disabled the [AutoCard](#) player preference, you may double-click on each card in turn.

If you have selected "Play Protect" under [Player Preferences](#), a confirming pop-up menu will appear when you click on the right mouse button.

As each card is played, points are earned by the player of the card if:

- The total points value of all the cards so far played is 15. Two points may be scored by the player completing the total.
- The total points value of all the cards so far played is 31. Two points may be scored by the player completing the total.
- The card, together with one or more consecutive cards of those most recently played makes a pair, or a number of pairs. (For example, if one player plays a Six, then the other player plays a Six, the second player may score for a pair. If the former player then plays a third consecutive Six, they may score for three pairs from the three cards (because three pair combinations exist within the three cards). Should the other player then play the fourth Six, they may score an additional twelve points (because there are six different pair combinations in the four cards).
- The card, together with two or more consecutive cards of those most recently played makes a sequence. The cards need not have been played in order. Thus a Ten followed by a Queen, followed by a Jack forms a sequence of three. If the next card played is a Nine or a King, the player who played it may score for a sequence of four cards. The number of points scored for a sequence is the number of cards contained in the sequence.

Note that the key phrase in the above is "may score". In Cribbage, points have to be declared in order to be scored. This means that the less alert player may miss opportunities to score. (However, you may select the [AutoPeg](#) preference to have all points scored automatically for you - although this does remove some of the challenge of playing Cribbage well.)

With respect to reaching 31 points, the following apply:

- If a player finds that they are unable to play a card without exceeding 31 points, they say "Go" and pass on their turn to play. (This is indicated by a display box on the mat, which may be suppressed via the [message preferences](#).) If the other player is able to play another card (or cards) without exceeding 31 points, they will then do so and score any points available, including "One for Last", if applicable.



- When the thirty-one point limit has been reached (or cannot be reached), the play ceases in Five Card Cribbage. However, in the Six and Seven Card variants, the cards played are put to one side (displayed with a grey tint or displayed face down, depending upon whether the "Conceal Dead Cards" [card preference](#) is selected), and play starts again from zero points. When restarting in this manner, the player who did not score "One For Go" or "Thirty-One for Two" from the previously played cards is the player that leads.

Further detail is contained in the section titled "[Go, Last and Thirty-One](#)".

## 2.6 The Show

At the end of the Play phase, the cards played are returned to their respective player's hand.

The Starter (the upturned card on the stock) is then moved toward the non-dealer's hand. Non-dealer then scores points for the combinations that exist within their hand, including the Starter.

The Starter is then moved toward the dealer's hand. The dealer then scores points for the combinations that exist within their hand, including the Starter.

The Starter is then moved toward the crib, which is turned face up. The dealer then scores points for the combinations that exist within the crib, including the Starter.

When you have finished scoring the points from showing your hand, click on the "Done" button of the [ScoreBar](#). Similarly, if you are dealer, you need to click on the "Done" button to confirm completion of your scoring of the crib.

See the "[Points Scoring](#)" and "[Claiming Points](#)" sections for details of the available combinations and how to score the points for them.

## 2.7 Points Scoring

Under the normal rules of Cribbage, points are only scored if they are claimed at the point that they are earned.

Just as you might inadvertently overlook a scoring opportunity, so might the opponent - depending upon the [skill level](#) at which it is playing.

In Cribbage by MeggieSoft Games, the score types annotated with "\*" (below) are always pegged automatically for you and for the opponent. Those not annotated with "\*" (i.e., the combinations), must be claimed as described in the "[Claiming Points](#)" section. Alternatively, you may select the [AutoPeg](#) preferences if you wish that all possible points are scored for you, either during play, or during the Show, or both.

### During the Deal:

- \* Elder: Non-dealer scores three points for the first deal of a game.

### After the Discards:

- \* His Heels: If the Starter is a Jack, the dealer scores two points

### During Play:

Fifteen: All cards so far played total fifteen face points. (2 points.)

Double Pair Royal: Four cards of the same rank. (12 points)

Pair Royal: Three cards of the same rank, not part of a Double Pair Royal. (6 points)

Pair: Two cards of the same rank, not part of a Pair Royal. (2 points)

Sequence: A group of consecutive card values, which need not have been played consecutively. (1 point per card)

Thirty-One: All cards so far played total thirty-one face points. (2 points)

Additional points are scored for:

- \* Last: For playing the last card, provided that this card did not score two points for reaching Thirty-One. (1 point)

\* Go: For playing the last card before resetting the played cards total to zero, provided that this card did not score two points for reaching Thirty-One. (1 point)  
For further information regarding the scoring of "Last", "Go" and "Thirty-one", see the [next section](#).

**During the Show:**

Fifteen: Any unique combination of cards which totals fifteen face points. (2 points.)

Double Pair Royal: Four cards of the same rank. (12 points)

Pair Royal: Three cards of the same rank, not part of a Double Pair Royal. (6 points)

Pair: Two cards of the same rank, not part of a Pair Royal. (2 points)

Sequence: Any unique combination of cards which represents a group of consecutive card values. (1 point per card)

Flush (Hand): All cards in the hand are of the same suit. If the Starter is also of the same suit, it is included. (1 point per card)

Flush (Crib): All cards in the crib are of the same suit as the Starter. (5 points)

Additional points are scored for:

\* His Nob: When a player's hand contains the Jack of the Starter suit. (1 point)

**Note ("Extended Combinations"):**

During the show, each type of combination (fifteen, pair, sequence) is scored separately, and different combinations within a type may be scored separately. However, it is not possible to score for a combination twice, and this includes the case of an extended combination. For example, if you have scored for a sequence of three, you cannot earn the full score for then claiming a sequence of four which includes cards from the initial sequence of three. See the "[Claiming Points - Show Phase](#)" section for detailed information.

## 2.8 Go, Last and Thirty-One

Only one of these is scoreable for a given play. If the points total reached is thirty-one, then two points are scored for reaching thirty-one, otherwise "One for Go" or "One for Last" will be scored.

The term "Go" is applied when the played cards total is being reset to zero in order to continue the play in Six Card and Seven Card Cribbage, and the term "Last" is applied to the last card played before the play phase ends. Thus there is no "One for Go" in the standard Five Card game, whereas a round in the Six and Seven Card games will include one or more "Go" points and one "Last" point. The point is always scored by the player of the most recent card, and the non-scoring player plays the next card following "One for Go".

"One for Last" is scored in the Six and Seven card games when all cards have been played from each player's hand. In Five Card Cribbage, it is scored even if unplayable cards remain in either player's hand when the play phase terminates.

"One for Go" is scored even if the other player has no cards remaining. Thus a player may play a card and call "Go" even if the other player has no cards. The former player then scores "one for the go" and continues playing out the remaining cards. In short, "One for Go" is always scored by the player who next plays after the played cards total has been reset to zero, unless "Thirty-one for Two" was scored.

If the "Muggins" [rule preference](#) is selected, and a player claims "Muggins" for an overlooked "Thirty-one for Two", one point is awarded for the "Muggins" call because the other point will have been automatically awarded to the other player for the "Go" or "Last". (See the "[Claiming Muggins](#)" section for the procedure to use when you wish to claim points that have been overlooked by the opponent.)

## 2.9 Claiming Points

You do not claim points for the following (they are scored automatically):

- Dealing: "Three for Elder"
- After the crib discards: "Two for His Heels"
- Playing: "One for Go" and "One for Last"
- Showing: "One for His Nob"

You are required to claim points for scoring combinations during the Play and Show phases, via the [ScoreBar](#) buttons, using the methods described in the following sub-sections. Note that the method used for Play and the method used for Show are different from each other. In the Play phase, you select the score button(s) before you play your card; in the Show phase, you select the cards before you select a scoring button.

### [Play Phase Claiming Method](#)

### [Show Phase Claiming Method](#)

If you do not claim a possible scoring combination at the time that it exists, you will lose the opportunity. If the "Muggins" [rule preference](#) is selected, the other player may then claim and score the overlooked points. (See the "[Claiming Muggins](#)" section for the procedure to use when you wish to claim points that have been overlooked by the opponent.)

Just as you might inadvertently overlook a scoring opportunity, so might the computer opponent - depending upon the [skill level](#) at which it is playing.

You may choose either or both of the [AutoPeg](#) player preferences if you would like all possible combinations to be automatically claimed and scored for you. There is also a "Warn Of Missed Opportunities" [player preference](#) that will advise you if you appear to be overlooking a scoring opportunity during the play phase.

AutoPeg and the "missed opportunities" warnings are intended for use by people learning Cribbage. Their continued use would tend to defeat one of the primary challenges of playing Cribbage skillfully, that being the ability to recognize all combinations that may be scored, at the time that they may be scored.

### 2.9.1 Play Phase

If you are about to play a card that will result in points that you wish to score, you must indicate that this is your intention before you play the card. You do this by preselecting the appropriate scoring button(s) as follows:

#### **Fifteen/Thirty-one:**

1. Press the "15/31" button (the button label will change from 15 to 31 when more than 15 points have accumulated). The "15/31" button and all the cards so far played will be highlighted (you may not alter this selection).
2. Play your card in the normal manner.

#### **Pair:**

1. Press the "Pair" button. The "Pair" button and the last card played will be highlighted.
2. If you wish to score a Royal Pair (three matching cards) or a Double Royal Pair (four matching cards), click on the additional card(s) played to select them. Note that the cards selected must have been played consecutively.
3. Play your card in the normal manner.

#### **Sequence:**

1. Press the "Sequence" button. The "Sequence" button and the last two cards played will be highlighted.
2. If you wish to score a longer sequence than a sequence of three, click on the additional card(s) played to select them. Note that the cards selected must have been played consecutively.
3. Play your card in the normal manner.

If you wish to score a fifteen or thirty-one and a sequence or pair in the same play, select both the "15/31" and the "Sequence" or "Pair" button before playing your card. An example of such a situation is if a nine and a

three have been played and you wish to play a three and score for both the pair and the fifteen points. (Clearly, you cannot score a sequence and a pair in the same turn, as your card must be different from the last played for a sequence to be possible, in which case it cannot be paired with it.)

Note: If you select more than one scoring button and your selected card does not complete both of the combinations selected, then the attempted play is deemed an invalid combination. The inappropriate button must be de-selected before the card may be played.

## 2.9.2 Show Phase

In the Show phase, combinations are scored by first clicking on each of the cards in the combination to select it, and then clicking on the appropriate scoring button. When you have scored all of the combinations in each of your hand and the crib respectively, press the "Done" button.

### Fifteen:

1. Click on each of the cards which together total 15 points.
  2. Press the "15" button.
- Note: If you have more than one combination of 15, you may select all of the cards for all of the combinations and then press the "15" button. All of the combinations that total 15 will then be scored. For example, if you select two Sevens and two Eights and then press the "15" button, you will score all four combinations of a Seven and an Eight. (Alternatively, you could select and score each of the four combinations separately, pressing the "15" button after each selection.)

### Pair:

1. Click on each of the cards which together make a Pair (two cards), Pair Royal (three cards), or Double Pair Royal (all four cards).
  2. Press the "Pair" button.
- Regarding Multiple Pairs: If you have more than one pair, you may select all the cards for all of the combinations and then press the "Pair" button. All the pairs will then be scored. For example, if you select two Sevens and two Eights and then press the "Pair" button, you will score both the pairs in one action. (Note that if you had three Sevens, you may select all three and score Pair Royal, or select each of the three pairs in turn and score each separately.)
  - Regarding Pair Extensions: You cannot extend a Pair into a Pair Royal, or a Double Pair Royal, and score the original pair again. The scoring calculations automatically ensure that a particular combination is not scored twice. Thus if you score a Pair, and then find that you have a Pair Royal and claim the score for that, the result will be four additional points for the two pair combinations within the Pair Royal that had not been already scored as a Pair.

### Sequence:

1. Click on each of the cards which together make a sequence of at least three cards.
  2. Press the "Sequence" button.
- Regarding Multiple Sequences: If you have more than one sequence, you may select all the cards for all of the combinations and then press the "Sequence" button. All valid sequences will then be scored. For example, if you select a Seven, two Eights and a Nine, and then press the "Sequence" button, you will score both the sequences in one action. (Alternatively, you could select and score each of the sequences of Seven, Eight, Nine separately, pressing the "Sequence" button after each selection.)
  - Regarding Sequence Extensions: You cannot extend a sequence into another sequence and score the full points for each sequence. If you have already scored for a sequence and then select another sequence including some or all of those cards already scored, in a manner such that the second sequence extends or overlaps the one already scored, then the score for the second sequence is the difference in the points between the two sequences. For example: if you had already scored three points for a 456 sequence and then select a 34567 sequence which includes the same 456 sequence, the score for the 34567 sequence will be the two point difference. (The same would apply if the longer sequence had been 23456 or 45678.) Similarly, if you had already scored for a 678 sequence and then select a 456 sequence including the same "6", then the score for the 678 sequence would be the additional two points to complete the total of five points for the 45678 sequence.

### Flush (Hand):

1. Click on each of the cards in your hand (all of the cards in your hand must be selected).

2. Click on the Starter if it is also of the same suit as the cards in your hand.
3. Press the "Flush" button.
- Regarding an Extended Flush: If you have already scored for a Flush excluding the Starter and then select a Flush including the starter, then the score for the second flush will be the one point difference.

**Flush (Crib):**

1. Click on each of the cards in the Crib and the Starter. (All five cards must be selected).
2. Press the "Flush" button.

## 2.10 Claiming Muggins

When the "Muggins" (Cutthroat Cribbage) [rule preference](#) is selected, each player may claim overlooked scoring opportunities by the other player. The procedure for claiming these points differs depending upon the phase of the round, as described below.

**Play**

If the dealer fails to peg an opportunity to score a combination, click on the "Muggins" button. Alternatively, if you wish to review what the opponent did score, click on the red peg display in the status bar and press the "Muggins" button in the ensuing dialog box. You must do this before playing your next card.

To score the Muggins:

1. Click on the leftmost card of those played that comprise the missed combination. That card and the subsequently played cards will be highlighted.
2. Click on the scoring button that corresponds to the missed combination.
3. Repeat steps 1 & 2 if the opponent missed more than one scoring opportunity (e.g., if both a fifteen and a sequence were overlooked).
4. Press the Muggins button to conclude your claim.
5. Play your next card.

Note: If the opponent scored one combination, but missed another, and the "[Display Scoring Details](#)" opponent preference is enabled, you should press the "Muggins" button when the scoring details are displayed as an alternative to clicking on the red peg display.

**Show**

When the Muggins preference is selected, the detail of the opponent's hand and crib peggings will be displayed automatically (the corresponding "[Display Scoring Details](#)" opponent preference is selected automatically). Within this dialog display, press the "Muggins" button if you wish to claim points for combinations that the opponent overlooked.

To score the Muggins:

1. Click on the cards (in the opponent's hand or the Crib, including the "Starter") that comprise the missed combination. Each card will be highlighted when you click on it.
2. Click on the scoring button that corresponds to the missed combination.
3. Repeat steps 1 & 2 if the opponent missed more than one scoring opportunity.
4. Click on the "Done" button when you have finished.

**To Cancel:**

If you have started to claim Muggins via one of the above procedures, and then you wish to cancel the claim, click on the "Muggins" button.

**UnderPeggings:**

If you call Muggins when the opponent scored some but not all of the available points, you are awarded the difference. Thus, if the opponent pegged a sequence of three and could have pegged for a sequence of four, then you would receive one point for calling Muggins on the sequence of four. Also, if the opponent overlooked a "Thirty-One for Two", you would receive one point for calling Muggins on this because the opponent would automatically have received the "One for Go" or "One for Last". The conventions described in the [Claiming Points - Show Phase](#) sub-section regarding extended pairs and sequences apply also to claims of "Muggins".

## 2.11 Ending A Game

A game is comprised of as many rounds as are necessary for one of the players to have reached a total of 61, 121, or 181 points (depending upon whether the Five, Six or Seven card game is being played, unless you have made a change to this in the [scoring preferences](#)).

When the points total has been reached by either player, there is no further play in the current round.

## 2.12 Getting Started

When you first start Cribbage, you will see a "Start" button in the status bar. If you wish to make any menu option changes before starting, now is a good time to do this. Then click on the start button.

The first round of the first game starts with your turn. (The lead alternates for each successive round.) After the cards have been dealt, you need to select two cards to discard to the crib. You do this by clicking on each of the cards to select it, and then clicking on the mat.

After the dealer has also discard two cards, you continue by playing a card from your hand. You do this by clicking on it with the RIGHT mouse button.

After you have played your card, the opponent will play a card. This process continues in turn through the Play phase.

The Play phase continues until all the cards in the players' hands have been played, or (for Five Card Cribbage) until 31 points is reached. Then the round advances to the Show phase.

See "[Playing The Hands](#)" for details regarding the Play phase.

See "[The Show](#)" for details regarding the Show phase.

## 2.13 Watching A Game Being Played

If this is your first experience of Cribbage, you might benefit from a guided walk through of a game being played before launching into reading the help information in detail.

Cribbage incorporates a tutorial facility for this purpose. The game is played fully automatically, and you are provided with an explanation of what is taking place at each step.

To use the tutorial, select [Tutorial](#) from the [Assist Menu](#). The operation of the tutorial will be self-explanatory.

## 2.14 Strategies

The most important strategy is to not miss scoring opportunities. In most situations, the majority of points will be scored for combinations during the play and show phases of a round - and these must be claimed to be scored.

### Discarding To Crib:

- Review all combinations of the two cards that you could discard with respect to what scoring combinations would remain in your hand for the Show.
- If you are the dealer, include the positive benefit of each possible combination of the two discards with respect to your crib; if you are non-dealer, consider the benefit you might be giving your opponent.
- There are [probability tables](#) which permit you to determine the average expectation of the

resulting crib value for each combination of possible discards. These are used by the opponent (Standard [skill level](#) and higher) and by the "[Suggest Hint](#)" facility.

- Remember that you will also earn points from playing the cards before the Show. This should factor in your discard decision, particularly if the game is close to being won as this could occur during the Play phase (before the Show would take place). In this case, selecting your discards in order to retain the best cards for the Play phase could be wise.

### Playing The Hands:

- At the beginning, each player will have an eye to pegging for fifteen points. Leading a five is therefore a potentially poor initial play, as the opponent would collect the two points if they were to play any Ten, Jack, Queen, or King. Leading a Four or lower would prevent the opponent from pegging fifteen points with their response, and may afford you the opportunity to score for fifteen with your second card.
- If you cannot lead a four or lower and you have two cards totalling fifteen, play one of them. If your opponent then scores Fifteen for Two, you can play the other card and score a pair.
- Remember that sequences do not need to be played in order. If a Three, Five, and Six have been played, the addition of a Four will score a sequence for four points. A subsequent Two or Seven would then score another sequence (for five points).
- Don't forget multiple scoring opportunities. For example, if the previous cards played were a Four and a Six, you can score a total of five points for the Sequence and the Fifteen by playing a Five.
- Remember that the opponent is pursuing similar logic. If the opponent leads a Four and you play a Six, the opponent will benefit if they have a Five.
- All other factors being equal, it is often advisable to avoid playing a card which is adjacent in value to the one just played - or even one that is apart by two face points. The opponent will earn the score for a sequence if they can complete it. If this is unavoidable and you have a choice, playing a card apart by two face points will restrict the possible sequence to only the intervening card value, whereas playing an adjacent card could permit two possible sequences.

### High Scoring Crib Combinations :

The following are very five-card strong combinations for the Crib (and also for your hand in Six Card Cribbage):

**A Ten (or Jack, Queen or King), plus four Fives:** 28 points (29 if a Jack of the same suit as the Starter).

**A Nine and four Threes:** 24 points

**A Seven and four Fours:** 24 points

**Four Sixes and a Three:** 24 points

**Three Sixes and Two Threes:** 20 points

**A Six and four Threes:** 20 points

**Two Sevens and three Fours:** 20 points

**Two Fives, a Four, and two Threes:** 20 points

**A Five, two Fours, and two Threes:** 20 points

**A Nine and a Six plus three other Nines or three other Sixes:** 20 points

**A Four, a Five, and a Six with each of the other two cards being Four, Five or Six:** 21-24 points

The mid-range cards (Threes though Nines) are therefore potentially more valuable for the Show. Of these, Threes, Sixes and Nines combine with each other particularly well.

## 2.15 Crib Expectation Tables

The following combined table shows the expected crib value for a given pair of discards from your hand.

If you are discarding to your own crib, find the value by locating the two cards on the top and right-side indices and taking the value at the intersection point in the upper part of the table; higher values are more advantageous

to you as they will provide you with more expected crib points.

If you are discarding to your opponent's crib, find the value by locating the two cards on the bottom and left-side indices and taking the value at the intersection point in the lower part of the table; lower values are more advantageous to you as they will provide your opponent with fewer expected crib points.

| When discarding to your own crib |           |          |          |          |          |          |          |          |          |           |          |          |          |           |
|----------------------------------|-----------|----------|----------|----------|----------|----------|----------|----------|----------|-----------|----------|----------|----------|-----------|
|                                  | A         | 2        | 3        | 4        | 5        | 6        | 7        | 8        | 9        | 10        | J        | Q        | K        |           |
| A                                | 5.4       | 4.2      | 4.5      | 5.4      | 5.5      | 3.9      | 3.9      | 3.8      | 3.4      | 3.4       | 3.6      | 3.4      | 3.4      | <b>A</b>  |
| 2                                |           | 5.7      | 7.0      | 4.5      | 5.5      | 3.9      | 3.8      | 3.7      | 3.7      | 3.6       | 3.8      | 3.6      | 3.5      | <b>2</b>  |
| 3                                |           |          | 5.9      | 4.9      | 6.0      | 3.8      | 3.6      | 3.9      | 3.8      | 3.6       | 3.9      | 3.6      | 3.7      | <b>3</b>  |
| 4                                | <b>A</b>  | 6.0      |          | 5.6      | 6.5      | 3.9      | 3.7      | 3.8      | 3.7      | 3.6       | 3.9      | 3.6      | 3.6      | <b>4</b>  |
| 5                                | <b>2</b>  | 5.1      | 6.4      |          | 8.8      | 6.6      | 6.0      | 5.5      | 5.4      | 6.7       | 7.0      | 6.6      | 6.7      | <b>5</b>  |
| 6                                | <b>3</b>  | 5.1      | 7.3      | 6.7      |          | 5.8      | 5.0      | 4.6      | 5.1      | 3.2       | 3.4      | 3.2      | 3.1      | <b>6</b>  |
| 7                                | <b>4</b>  | 5.7      | 5.3      | 6.0      | 6.5      |          | 5.9      | 6.5      | 4.0      | 3.2       | 3.5      | 3.2      | 3.3      | <b>7</b>  |
| 8                                | <b>5</b>  | 6.0      | 6.1      | 6.8      | 7.3      | 9.4      |          | 5.4      | 4.7      | 3.8       | 3.5      | 3.2      | 3.2      | <b>8</b>  |
| 9                                | <b>6</b>  | 4.9      | 5.0      | 4.9      | 5.3      | 7.5      | 7.0      |          | 5.2      | 4.3       | 4.0      | 3.0      | 3.1      | <b>9</b>  |
| 10                               | <b>7</b>  | 4.9      | 5.0      | 5.0      | 4.9      | 7.0      | 6.4      | 7.1      |          | 4.8       | 4.6      | 3.3      | 2.8      | <b>10</b> |
| J                                | <b>8</b>  | 4.9      | 4.9      | 5.0      | 4.9      | 6.3      | 5.9      | 7.6      | 6.8      |           | 5.3      | 4.8      | 4.0      | <b>J</b>  |
| Q                                | <b>9</b>  | 4.5      | 4.7      | 4.9      | 4.7      | 6.2      | 6.3      | 5.3      | 5.8      | 6.4       |          | 4.8      | 3.5      | <b>Q</b>  |
| K                                | <b>10</b> | 4.5      | 4.6      | 4.6      | 4.5      | 7.4      | 4.3      | 4.3      | 5.1      | 5.4       | 6.1      |          | 4.6      | <b>K</b>  |
|                                  | <b>J</b>  | 4.7      | 4.8      | 4.9      | 4.9      | 7.8      | 4.6      | 4.7      | 4.6      | 5.0       | 5.6      | 6.4      |          |           |
|                                  | <b>Q</b>  | 4.3      | 4.6      | 4.6      | 4.5      | 7.3      | 4.2      | 4.3      | 4.3      | 4.1       | 4.6      | 5.5      | 5.8      |           |
|                                  | <b>K</b>  | 4.3      | 4.5      | 4.5      | 4.4      | 7.2      | 4.1      | 4.3      | 4.2      | 4.0       | 3.9      | 4.8      | 4.5      | 5.7       |
|                                  | <b>A</b>  | <b>2</b> | <b>3</b> | <b>4</b> | <b>5</b> | <b>6</b> | <b>7</b> | <b>8</b> | <b>9</b> | <b>10</b> | <b>J</b> | <b>Q</b> | <b>K</b> |           |

When discarding to the opponent's crib

For example, if you are considering discards of a Jack and an Eight to your own crib, the average expected crib value would be 3.5 points. If you are considering discarding these two cards to your opponent's crib, the average expected crib value would be 4.6 points.

## 2.16 Tournament Play and Replays

When the Tournament option is enabled (via [Dealing Preferences](#)), Cribbage deals a prescribed set of cards to each player's hand for a given game number and round number. Thus a player would always get the same cards for, say, Game 2 Round 4.

This feature permits two different players to play the same sequence of hands against the computer in a competition method of play. Alternatively, you might establish two or more player names for yourself and repeat the same sequences of dealt hands as a method of self-training.

To permit variety, you may select a tournament sequence number from 1 to 100. The deal sequences for each tournament number are different. The hand dealt for, say, Game 1 Round 5 of Tournament 2 will be different from the hand dealt for Game 1 Round 5 of Tournament 3.

### Replays

The [Game Menu](#) permits you to restart games and rounds (hands) with the same deal(s). You may either restart the current round or current game from the beginning, or you can replicate the deal sequences of the previous game. You may also replicate the deals of any previous game via the "[Game Scores](#)" entry of the [View Menu](#). Additionally, you will get the option to replay a round when the results of a completed round are displayed.



## 3 How To Play Noddy

Noddy is the older game from which Cribbage is widely assumed to have been derived, and is fully supported within Cribbage by MeggieSoft Games.

The principal differences are:

- Three cards are dealt to each player.
- There is no Crib.
- The scoring of points in hand (without revealing the cards) is performed before the cards are played.
- A "Twenty-five for Two" combination is permitted during both the Show phase and the Play phase.
- A flush of three or more cards may be played during the play phase.
- The score details shown in the [status bar](#) include the following additional score reason code for Noddy:  
    **W**: Twenty-five
- A Sequence of three cards scores two points instead of three points.
- The game is won by the first player to score a total of 31 points.

To play Noddy, select the "Noddy" button in the [Rule Preferences](#).

[The Deal](#)

[Scoring The Hand](#)

[Playing The Cards](#)

### 3.1 The Deal

Three cards are dealt to each player, with no crib. The starter card is dealt on top of the stock as it is for Cribbage, and the normal points (Heels and Nob) apply with respect to the Jack of the starter card suit. (In Noddy, this Jack is known as the Knave Noddy.)

After the deal, the non-dealer immediately scores for the points in hand. Unlike Cribbage, this is done before the cards are played and the cards in hand are not exposed.

### 3.2 Scoring The Hand

Each player scores for points in their hand exactly as they would in Cribbage, with the following exceptions:

- The hand is not exposed
- You may score "Twenty-Five for Two" for each combination of cards which totals 25 face points. This is achieved by using the "15/25" button, the combination of cards determining whether 15 points or 25 points is intended. If the ScoreBar is not being used, you press the "15" button in the [status bar](#) to register a score of "Twenty-Five for Two".
- A sequence of three cards scores two points instead of three.

If you wish, you may retain the normal Cribbage scoring conventions via the [Scoring Preferences](#).

### 3.3 Playing The Cards

The playing of the cards is the same as for Five Card Cribbage. When the count of 31 points has been reached, or if neither player is able to play a card within the 31 point limit, the round is concluded. (There is no restarting of the played count from zero points, as there is in Six Card and Seven Card Cribbage.)

There are two additional scoring conventions with Noddy, these being "Twenty-Five for Two" and the scoring of a Flush during play. Also, a Sequence of three cards normally scores two points instead of three points. These conventions may be disabled via the [Rule Preferences](#) (Flush) and [Scoring Preferences](#) (Twenty-Five and

Sequence).

If the [ScoreBar](#) is being used, the corresponding button caption during the Play phase will read:

- "15" if the played card points count is currently less than 15.
- "25" if the played card points count is currently between 15 and 20.
- "25/31" if the played card points count is currently between 21 and 24.
- "31" if the played card points count is currently 25 or more.

If the ScoreBar is not being used, you press the "31" button in the [status bar](#) to register a score of "Twenty-Five for Two". (The cards you have selected will determine whether a score of "Twenty-Five for Two" or a score of "Thirty-One for Two" is intended.)

During the Play phase, a flush of consecutive played cards is scored as follows. This is an addition to the methods for other scoring combinations described under "[Claiming Points - Play Phase](#)":

1. Press the "Flush" button. The "Flush" button and the last two cards played will be highlighted. (If you are using the status bar [scoring buttons](#) instead of the ScoreBar, the "Flush" button is the same as "Pair" button and only the last card played will be highlighted automatically - you will need to click on the previous card to select it.)
2. If you wish to score a longer flush than three cards, click on the additional card(s) played to select them.
3. Play your card in the normal manner.

## 4 Understanding the Interface

The stock is shown to the left of the mat, with the Starter face-up on top after the crib discards have been made. The opponent's cards are displayed face down above the mat, and the player's cards are displayed face up below the mat.

Cards which have been discarded to the crib and cards which have been played are displayed on the mat, the crib being placed on the left side. In the Six and Seven Card games, the cards which have been played and "put aside" (after reaching the thirty-one point limit) are shown with a grey tint, or face-down if the "Conceal Dead Cards" [card preference](#) is selected.

The pegboard or scoresheet (depending upon the [scoring preference](#) selected) is displayed to the right of the mat. The totals of games won (including bonus games scored if the "[skunk](#)" scoring preference is selected) are shown at the top of the scoresheet - unless the "Game Score Display" display preference specifies otherwise..

The [rule](#) and [scoring](#) preferences are shown to the left of the mat, under the stock. The status bar along the bottom of the window displays information about the game in progress as well as providing [shortcut buttons](#) to facilitate hand adjustments and obtaining hints.

Select a topic:

- [Using the Mouse](#)
- [Drag and Drop](#)
- [Point and Click](#)
- [Arranging Your Cards](#)
- [Card Interleaving](#)
- [Mousepointer Icons](#)
- [The Peg Board](#)
- [The Scoresheet](#)
- [Status Bar Counters](#)
- [Shortcut Buttons](#)
- [The ScoreBar](#)
- [The Toolbar](#)
- [Visual and Sound Effects](#)

## 4.1 Using The Mouse

Cribbage supports both "[Drag and Drop](#)" and "[Point and Click](#)" mouse operations. Point and Click operations are performed by single clicking. Double-clicking is not supported.

For both methods of mouse operation, actions take effect when the mouse button is released, and are ignored if the mouse button is released in a different area from where it was depressed when the "No Drop" cursor is showing.

For Point and Click operation:

- To discard your two cards for the crib, click on each card to select it, and then click on the mat (the central play area).
- To play a card from your hand, the [right](#) mouse button is normally used. However, you may use the "Alt" key with the left button if you prefer. If "[Play Protect](#)" is selected, the PopUp menu displayed over the player's hand will include play confirmation as the first option.

(To pass during "Play" when you cannot play a card, thereby inviting your opponent to "Go", or to conclude your "Show", when you have no more points to declare, click on the "Go" button in the [status bar](#).)

Left-clicking on your crib discards will display the cards face up until you release the mouse button.

If the [Opponent Preference](#) setting to permit "Quick Peek" is enabled, you may click down on the opponent's cards, or the opponent's discards to the Crib, to view them face up. When you release the mouse button, the cards will return to be face down.

Left-clicking on the Peg Board (unless you have selected [Scoresheet](#) scoring), temporarily replaces the Peg Board with the equivalent scoresheet until you release the mouse button. The scoresheet shows the round by round scores of the current game.

Right-clicking on the scoresheet is a shortcut to the [Scoring Preference](#) settings, and right-clicking on the rules panel (or under the stock if the rules panel is not displayed) is a shortcut to the [Rules Preference](#) settings. Elsewhere, a right-click will display a convenient Pop-Up of common menu options.

The [AutoMouse](#) features may be enabled to move the mouse automatically to the player area and/or to and from the message and information windows.

## 4.2 Drag and Drop

"Drag and Drop" mouse operations are performed by clicking down on the mouse button above the card to be moved, dragging the mouse pointer to the destination, and then releasing the mouse button.

Unless the "Suppress Card Animation" [animation preference](#) has been selected, the card will be dragged with the mousepointer - in which case the left side of the card denotes the specific drop position instead of the horizontal position of the mousepointer itself. In order to provide leeway when dragging cards, the overall position of the card within the screen is considered when determining the intended drop area. In order to be sure that the card is in the desired drop area, watch the changing [mousepointer icon](#).

Drag and Drop may be used to move cards from the player's hand to the mat (to discard to the crib, or play a card), or to reorder the cards with the player's hand. When you wish to "pass", or to complete a "show" declaration, you just click on the "Go" button in the [status bar](#).

**Note:** If you wish to use only the Point-and-Click method of mouse operation, and find that you inadvertently initiate unintentional card movements and playing actions when the mouse is moved with the button down, you may turn off the Drag-and-Drop capabilities via the [Mouse Preferences](#).

## 4.3 Point and Click

The "[Point and Click](#)" mouse operation for discarding your crib cards, and for playing a card, is an alternative to [dragging](#) the card(s) onto the mat.

Note that to play a card, the right mouse button is used to click on the desired card. (The left button is not used for playing a card in order to maintain consistency with other MeggieSoft Games that use the left button for selection and melding operations.)

## 4.4 The Scoresheet

By default, Cribbage uses the traditional [Peg Board](#) method of keeping score.

However, you can temporarily display the alternative scoresheet method by clicking down on the Peg Board at any time with the right mouse button. (The Peg Board will re-appear when you release the mouse button). If you wish to use the Scoresheet method instead of the Peg Board at all times, you may do so via the [Scoring Preferences](#).

When the Scoresheet is the selected scoring method, you may right-click on it as a shortcut to showing the Scoring Preferences window. (If the Pegboard is the selected scoring method, you may right-click on the scoresheet header shown above the top of the pegboard to achieve the same effect).

You may click on the Scoresheet with the left mouse button at any time to review the points scoring details of the current round. (This is a shortcut to "[Points Details](#)" under the View menu.)

The information on the scoresheet is displayed as follows:

- The scores for each completed round are added the scoresheet at the end of the round.
- After the second round of a game is completed, the running totals for the current game are displayed as a sub-total line under the round scores.
- The points being accumulated in the current round are displayed in italics under the completed round score(s).
- If the scoresheet is about to become full, earlier round scores will be consolidated into a single line, displayed in bold font.

Because the scoresheet is facing the player, it is maintained from the player's perspective - hence the player is "Me" and the opponent is "You". The column headings may be reversed, or changed to be the player and opponent skill names, via the [Screen Preferences](#).

Select "[Round Scores](#)" under the [View Menu](#) option to see the full details (including date and skill level) of all rounds of the current game. These round scores are always shown individually, even if some have been consolidated on the scoresheet to make more room (see above).

## 4.5 Arranging Your Cards

By default, Cribbage automatically sorts and resorts the player's cards when it is dealt. The sortation is in order of rank (lowest to the left). Within a rank, sorting is performed in the order: Clubs, Diamonds, Spades, Hearts.

You may [Drag and Drop](#) cards to the left and right within your hand to order them to your liking at any time.

If you are familiar with MeggieSoft Games' [Rummy 500](#) or [Gin Rummy](#) games, note that Cribbage does not support a "reserved" set of cards.

## 4.6 Card Interleaving

Card interleaving provides the very realistic appearance of cards sliding into and out of the player's hand. However, the additional graphics processing involved with the display of the card interleaving effects may result in jerky movements and disjointed card display on slower systems, or those will other processor-intensive programs running simultaneously. In such cases the capability may be disabled via the [Animation Preferences](#).

### What is Card Interleaving?

Cards leaving the player's hand are displayed in a manner that slides the moved card in or out of the hand, underneath the card to the right of it. A card which is dragged from the player's hand will realistically slide out of the correct position.

Dragging a card within the player's hand (rearranging the order) will similarly maintain the display of the moved card in an realistically interleaved manner, subject to the [TrueSlide preference setting](#) in the Animation Preferences.

By default (if TrueSlide is not selected), when a card is dragged within the area of the player's hand, the other cards in the player's hand will automatically jump to the front or back of the moving card such that the dragged card is always positioned between those that are adjacent to its left side (i.e., over those to the left of it, and under those to the right of it).

### What Is TrueSlide ?

TrueSlide provides perfectly realistic card sliding, in that cards cannot cut through other cards or jump over or under them. However, this will result in the card disappearing if it is slid horizontally to the right (as it would with an actual spread of playing cards in your hand). For this reason, TrueSlide is not active by default lest it causes confusion.

If TrueSlide is enabled, the recommended method of moving a card within the hand (particularly to the right) is to drag it upwards out of the hand (over the mat) and then drag it back into the hand at the required new position. Because the card was completely withdrawn from the hand, its new interleaved position will be at the point of vertical re-entry to the hand. The point of re-entry is defined by the card's leading moving edge - i.e, the right side if it is moving to the right on re-entry, the left side if it is moving to the left.

If TrueSlide is enabled and a card is dragged to the left so that it is completely visible, its new interleaved position at any time will be defined by its right edge (as this would logically slide under the left edge of the card to its immediate right).

During the TrueSlide drag operation, the right mouse button may be clicked (while the left button performing the drag remains down) in order to momentarily override the effect of TrueSlide. This action will therefore pop the dragged card into a visible interleaved state between the adjacent cards at its current horizontal position. You may also press and hold down the right mouse button while continuing to drag with the left button, in which case TrueSlide is overridden until you release the right mouse button.

TrueSlide summary:

- A card cannot slice through other cards, only between them.
- A card moved to the right in the hand will slide behind the cards to the right of it (and then not be visible unless its upper edge is partly over the table or is over an uncovered area of the table within the player's hand area).
- A card moved to the left which is currently visible will remain fully visible as it traverses and covers the cards to the left of it.
- A card moved to the left which is not currently visible (because it is behind the other cards in the hand) will slide on top of the next card to the left which has its right-edge to the left of the card being moved.

## 4.7 Mousepointer Icons

Cribbage uses a set of informative mousepointer icons, which change depending upon where the mouse is located and what [Drag and Drop](#) operation is currently being performed.

The normal pointer is slightly larger than the standard Windows mousepointer and the mousepointers are colored so that they are easier to see when over a card images.

The meaning of each icon is shown below:



Normal pointer. Awaiting your action.



Cribbage is working. Please wait.



Your actions are restricted (for example, because your online opponent is thinking). Some menu and shortcut button operations are available.



You may drop the card here to discard it to the crib. Release the mouse button to do so.



You may drop the card here to play it. Release the mouse button to do so.



You may not drop the card here. If you release the mouse button, the card will return to the player's hand



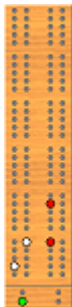
Card selected for shifting within player's hand. Move to required position and release button.

If you experience flickering problem when using the special mousepointers, you may disable them via the [Animation Preferences](#).

## 4.8 The Peg Board

The traditional method of maintaining the player's scores in Cribbage is by use of a peg board instead of a scoresheet. The scoring area of the pegboard contains sixty holes for each player, in two columns of groups of five holes.

At the start of the game, each player's pegs are placed in the two holes at the bottom of the board. Your pegs are white and your opponent's pegs are red. These colors may be changed via the [Color Preferences](#). As points are scored, the pegs are moved up the sides and down the center of the pegboard (i.e., in a clockwise direction for you, counter-clockwise for the opponent).



When a player scores the first points of a game, one of the pegs is moved up the pegboard to indicate the score. When that player scores again, the other peg is moved to indicate the new total. This process is repeated throughout the game, i.e., moving the lagging peg over the leading peg to show the new points total. This leap-frogging movement therefore shows the current score and the previously pegged score for each player at all times.

The game ends when the leading peg is moved to position #1 (the lower outside hole) of the final lap, this representing the goal - i.e., hole 61 for Five Card Cribbage, hole 121 (two laps) for Six Card Cribbage, and hole

181 (three laps) for Seven Card Cribbage. If the final points scored brings the total to more than the goal, the goal is pegged.

For Six and Seven Card Cribbage, the laps completed by each player is indicated by green pegs in the starting area. When the first lap has been completed, one green peg is shown. When the second lap has been completed, two are shown.

The example peg board therefore shows that you have just started your second lap and therefore have most recently pegged a total of 62 points from a previous total of 56 points. The opponent is still on their first lap, having most recently moved from a previous score of 52 points to a current score of 56 points.

if you wish to review the scoring details for the current round, you may click down on the peg board with the left mouse button. (This is a shortcut to the "[Points Details](#)" item under the View menu.)

If you wish to temporarily review the underlying [scoresheet](#) which corresponds to the peg board, you may click down on the peg board with the right mouse button. The peg board will be returned when you release the mouse button.

You may also right-click on the Scoresheet header (shown above the top of the pegboard) as a shortcut to showing the [Scoring Preferences](#) window.

If you prefer always to use the Scoresheet instead of the peg board, you may do so by selecting the corresponding Scoring Preference.

## 4.9 Status Bar Counters

The following counters are displayed in the status bar. (The peg colors may be changed via the [Color Preferences](#).)

**Round:** The current round number within the current game. Unless the "Show Who Dealt" [Dealing Preference](#) has been deselected, an indicator of who dealt the current round is also displayed as a small green box in the upper (opponent dealt) or lower (player dealt) part of the status display.

**Status:** Current status, unless the player and opponent game counters (see below) are being displayed in the status bar. Also error messages (click on an error message to dismiss it).

**Player** (if set in [Screen Preferences](#)): The number of prior games won by the player.

**Opponent** (if set in [Screen Preferences](#)): The opponent skill level and the number of prior games won by the opponent.

### Face Points:

During the Play phase: The number of face points played since the start of the round, or since the count was reset to zero following the achievement of the thirty-one point limit in the case of Six Card and Seven Card Cribbage.

During the Show phase: "Hand", "Opponent", or "Crib" depending on what is being shown.

**Player's Score Indicator (White Peg):** The detail of the points most recently scored by yourself in the current round (see below for the format description). Alternatively, if the "Show Points Totals" [message preference](#) is selected, the running total of points scored by the player during the current game. You may right-click on this display to toggle temporarily between the two display modes. If the player "owns" (will score) the current crib, the white peg symbol is shown larger than the red peg.

**Opponent's Score Indicator (Red Peg):** The detail of the points most recently scored by the opponent in the current round (see below for the format description). Alternatively, if the "Show Points Totals" message preference is selected, the running total of points scored by the opponent during the current game. You may right-click on this display to toggle temporarily between the two display modes. If the opponent "owns" (will score) the current crib, the red peg symbol is shown larger than the white peg.

**Goal:** The points required to win the game.

**Score Details Display Format**

Firstly, if the score resulted from a call of "Muggins" (if the [Cutthroat Cribbage](#) rule preference is enabled):  
(M)

Secondly, the turn on which the score was made is displayed as:

**D:** Deal/Discard

**<n>:** Played card number <n>.

**H:** Hand Show

**C:** Crib Show

Then, one or more score elements show the reason(s) for the score and the points from it. The reason codes are:

**E:** Elder of the first deal of a game (deal)

**H:** Two for his Heels (after discards)

**F:** Fifteen (play/show)

**T:** Thirty-one (play/show)

**P:** Pair (play/show)

**S:** Sequence (play/show)

**G:** Last card played before resuming from zero points ("Go" in Six and Seven Card Cribbage play)

**L:** Last card played (play)

**N:** One for his Nob (show)

**Fl:** Flush (show)

For example:

**#3:F2** denotes two points for reaching a total of fifteen face points from playing the third card.

**(M)H:F4/P2/S3** denotes a call of "Muggins" on a hand declaration resulting in four points for combinations of fifteen face points, two points for a pair, and three points for a sequence.

You may left-click on either of these status displays to see more descriptive detail, or you may select "[Points Details](#)" from the View menu to review the history of all points scored in the current round.

## 4.10 Shortcut and Scoring Buttons

The following buttons in the status bar provide shortcuts to certain menu operations, or are used to claim points scores. The use of the scoring buttons is described in detail under "[Claiming Points](#)".

### Basic Buttons



**Query Symbol:** Click to get assistance on what you can do at this point of your turn.



**Light Bulb:** Click to get a hint.



**Undo Turn:** Click to undo the current round to one of your previous turns. (Equivalent to "Undo Previous Turn" under the [Player Menu](#).) If the Cutthroat Cribbage "Muggins" [rule preference](#) is active and the "Call Muggins" scoring button (see below) is visible, you may right-click on it for the "Undo Turn" button to be shown in its place.



**Deselect:** Left-click to deselect your highlighted cards. If the Cutthroat Cribbage "Muggins" [rule preference](#) is active, you must click this before the "Call Muggins" button can be shown.



**Cannot Undo:** There is nothing to undo at this time.





**Cannot Deselect:** There is nothing to deselect at this time. However, this is not shown if you may call "Muggins" (if the Cutthroat Cribbage "Muggins" [rule preference](#) is active) and you have elected to use the status bar scoring buttons; in which case the "Muggins" buttons (below) are shown. (This version of the icon is shown if the "Undo Turn" facility is disabled in the [Player Preferences](#).)


### Scoring Buttons


The scoring buttons are shown only if you have selected the [Scoring Preference](#) to use the status bar scoring buttons instead of the [ScoreBar](#).





 **Call "Muggins"**: Click when you wish to claim points that your opponent overlooked. If the "Deselect" button is visible because you have started selecting cards for your own turn, you must click on the "Deselect" button first in order to see the "Muggins" button.

 **Conclude "Muggins"**: Click when you wish to cancel or conclude your call of muggins.


 **Score 15/31**: Click to score a total of 15 points (or 31 points during the Play phase). Highlighted when selected during the Play phase; dimmed if [AutoPeg](#) is enabled.


 **Score Pair/Flush**: Click to score a Pair, Pair Royal or Double Pair Royal; and also to score a Flush during the Show phase (and during the Play phase if the associated Noddy-style [rule preference](#) is selected). The determination of whether you are intending to score a Pair or a Flush is made depending upon the cards you have selected. Highlighted when selected during the Play phase; dimmed if [AutoPeg](#) is enabled.

 **Score Sequence**: Click to score a Sequence. Highlighted when selected during the Play phase; dimmed if [AutoPeg](#) is enabled.

 **Go/Pass/Done**: Click during the Play phase to say "Go" or to pass when you are unable to play a card which would not exceed total of 31 points. Click during the Show phase to conclude the scoring of your show.

### Online Buttons

 **Waiting As Host** (Online Play): A reminder that you are awaiting a guest connection. Click to disconnect.

 **Chat** (Online Play): Click to open the chat window in order to communicate with your online opponent.

An alternative set of shortcut buttons are displayed when [AutoStep](#) is active.

## 4.11 The ScoreBar

By default, scoring activity is performed via the ScoreBar:



The use of the ScoreBar is described under the sections titled "[Claiming Points](#)" and "[Claiming Muggins](#)".

The ScoreBar appears after the beginning of the Play Phase, is displayed at the bottom of the mat, and includes all of the relevant scoring buttons according to the current circumstances.

Thus:

- The "Muggins" button is displayed only if the [Cutthroat Cribbage](#) rule preference has been selected.
- The "15" button changes to read "31" after 15 points have been accumulated.
- The Combination scoring buttons are not shown if [AutoPeg](#) player preference is operative.
- The "Flush" button is displayed only during the "Show" phase, unless the Noddy-style [rule preference](#) permitting the scoring of a flush during the play phase has been selected.
- During the Play Phase, the rightmost button reads "Go" (unless the opponent has already said "Go", in which case it reads "Pass"). Click on this button when you are unable to play a card.
- During the Show Phase, the rightmost button reads "Done". Click on this button when you have concluded the scoring of points from your hand or from the Crib.

If you prefer a cleaner appearance by not having the ScoreBar occupy part of the mat, you may select a [Scoring Preference](#) which removes the ScoreBar and adds additional buttons to the set of [shortcut buttons](#) in the status bar instead:



This set of buttons provides exactly the same the functions as the ScoreBar, with the following accommodations:

- The buttons are dimmed, instead of being absent, when not applicable.
- There is no "Flush" button. The "Pair" button provides both the "Pair" and "Flush" scoring functions. (The differentiation is made from the combination of cards that you have selected.)
- The Muggins button overlays the "Deselect" shortcut button. If the "Deselect" button is showing, deselect your current card selection in order for the Muggins button to become available.

Note that the status bar buttons are smaller than those of the ScoreBar. If your dexterity with the mouse is not high, they are recommended as an alternative only when the [larger card sizes](#) (and therefore button sizes) are being used.

## 4.12 The Toolbar

The toolbar (enabled or disabled via the [Screen Preferences](#)) may be displayed under the menu bar or on the left side of the main window.

The toolbar buttons provide shortcuts to items within the menus, plus three sound toggle buttons for music, speech and sound effects.

The sound toggles are displayed by default if the corresponding sound type is enabled and permit you to temporarily mute (suppress) and unmute (hear) the corresponding sound type. The effect of the toggle buttons is temporary and does not alter the saved preferences setting (i.e., enabled or not enabled) for that sound type.

The default toolbar contains reduced selection of the more commonly used menu items.

You may also select the use of the "all buttons" screen preference, in which case buttons representing almost all menu items will be displayed (except the Assist and Explore menus and operations accessed via the [Shortcut Buttons](#)). These will usually extend beyond the right-side of the toolbar (or the bottom of the toolbar if "show on left side is selected) unless your window size is sufficiently large to show them all. The extra buttons also include buttons to switch to the other MeggieSoft Games, but only those buttons for the other games which are installed on your computer will be visible .

Selecting the "show on left side" option displays the toolbar on the side, rather than the top, of the window. This might be more convenient for some users, particularly if the ability to use larger card sizes is restricted due to the reduced table and mat heights when the toolbar is at the top .

You may customize the toolbar by double-clicking or right-clicking on it, or by using the "customize toolbar" button. This permits you to remove buttons, change the display sequence of the buttons, and insert and remove separators. If you remove buttons, you may add them back by again customizing the toolbar, or chose "Reset" to re-add all buttons. (The "Help" button in the customization dialog window is intentionally inoperative.)

Customizations of each of the toolbars (with and without extra buttons) are saved separately between sessions. This means that if you have customized either toolbar it will be restored as it was customized when you next select or deselect the "all buttons" preference.

## 4.13 Visual and Sound Effects

Cribbage provides a number of visual effects and sound effects to improve realism and enhance your playing pleasure. These are:

- Rounded card corners
- Customizable color schemes

- "Wallpaper" effects for the main table window and the mat
- Animation and visual card dragging
- Custom card-style [mousepointer icons](#)
- MIDI, MP3 and WMA music support
- Sound effects
- Synthesized speech output

The above may be selected, customized, and deselected via the [preference settings](#).

Note that these effects make intensive use of processor and graphics resources and can reduce responsiveness on slower or less graphics-capable systems. If you find Cribbage's interface to be sluggish, you should experiment with disabling some of the visual and sound effects.

## 5 Menus & Preferences

The following drop-down menus are available:

[Game Menu](#)  
[Online Menu](#)  
[Player Menu](#)  
[Preferences Menu](#)  
[View Menu](#)  
[Assist Menu](#)  
[Admin Menu](#)  
[Help Menu](#)

In addition, a Pop-Up menu is provided for easy access to commonly used menu items:

[Pop-Up Menu](#)

### 5.1 Game Menu

The following selections are available under the Game Menu:

[Restart Round](#)  
[Restart Game](#)  
[Redeal Fresh Game](#)  
[Replicate Game](#)  
[Switch To Canasta](#)  
[Switch To Euchre & Écarté](#)  
[Switch To German Whist](#)  
[Switch To Gin Rummy](#)  
[Switch To Pinochle & Bezique](#)  
[Switch To Piquet](#)  
[Switch To Rummy 500](#)  
[Terminate](#)  
[Exit](#)

Each of the "Switch To ..." options is only shown if the corresponding game is found to be installed in the same filefolder/directory as Cribbage. If you use these frequently, you may care to select one of the "On Exit/Sleep" options within the [Operational Preferences](#) for all the games you have installed. In this case, each game will sleep in the background when you switch from it and will re-awaken immediately when you switch back to it (i.e., without the loading delay).

All of the above selections will ask "Are You Sure?" before taking the corresponding action. These confirmation

requests may be suppressed by selecting the applicable [Message Preference](#).

### 5.1.1 Restart Round

Select this menu option to restart the current round. Cribbage will abandon the current round and restart it from the beginning, with the cards in the same start order.

### 5.1.2 Restart Game

Select this menu option to restart the current game with the same deal. Cribbage will abandon the current game, reset all counters and scores, and redeal the game (without reshuffling). If you wish to restart the game with a fresh shuffle, select "[Redeal Fresh Game](#)" instead of "Restart Game".

This action restarts only the current game. If you want to replicate the deal of the immediately previous game use "[Replicate Game](#)". You may also make a selection under the "[Game Scores](#)" option of the [View Menu](#) to replicate from an even earlier game.

### 5.1.3 Redeal Fresh Game

Select this menu option to restart the current game with a fresh deal. Cribbage will abandon the current game, reset all counters and scores, and shuffle the cards into a different start order before dealing.

This option is not available during tournament play (use "[Restart Game](#)" instead).

This action redeals only the current game. Thus, if you are currently on game 3, the play will restart at round 1 of game 3.

If you want to start the current game again with the same deal, select "Restart Game".

If you want to start over from the beginning of game 1, select "[Reset Scoreboard](#)".

### 5.1.4 Replicate Game

Select this menu option to replay your most recent previously completed game, with the same card deal as was used for that game.

Cribbage will abandon the current game, reset all counters and scores, and arrange the cards in the order they were at the beginning of the previous game before dealing.

All subsequent rounds of the new game will also be dealt with the deck ordered as it was in the corresponding round of the previous game.

This option is obviously not available during Game 1.

To replicate a game other than the previous game, you may do this via the "[Game Scores](#)" option under the [View Menu](#).

### 5.1.5 Switch To Canasta

Select this menu option to exit Cribbage and automatically start Canasta for the same player.

If the player name does not currently have a Canasta scoreboard file, Canasta will automatically create one and

inform you that it has done so.

If you switch part way through a round, remember that Cribbage only saves the scores of games and rounds completed, unless the "AutoStart - Restore" option is selected under [Operational Preferences](#).

Note: This option is only shown if Canasta is found to be installed in the same filefolder/directory as Cribbage.

### 5.1.6 Switch To Euchre & Écarté

Select this menu option to exit Cribbage and automatically start Euchre & Écarté for the same player.

If the player name does not currently have a Euchre & Écarté scoreboard file, Euchre & Écarté will automatically create one and inform you that it has done so.

If you switch part way through a round, remember that Cribbage only saves the scores of games and rounds completed, unless the "AutoStart - Restore" option is selected under [Operational Preferences](#).

Note: This option is only shown if Euchre & Écarté is found to be installed in the same filefolder/directory as Cribbage.

### 5.1.7 Switch To German Whist

Select this menu option to exit Cribbage and automatically start German Whist for the same player.

If the player name does not currently have a German Whist scoreboard file, German Whist will automatically create one and inform you that it has done so.

If you switch part way through a round, remember that Cribbage only saves the scores of games and rounds completed, unless the "AutoStart - Restore" option is selected under [Operational Preferences](#).

Note: This option is only shown if German Whist is found to be installed in the same filefolder/directory as Cribbage.

### 5.1.8 Switch To Gin Rummy

Select this menu option to exit Cribbage and automatically start Gin Rummy for the same player.

If the player name does not currently have a Gin Rummy scoreboard file, Gin Rummy will automatically create one and inform you that it has done so.

If you switch part way through a round, remember that Cribbage only saves the scores of games and rounds completed, unless the "AutoStart - Restore" option is selected under [Operational Preferences](#).

Note: This option is only shown if Gin Rummy is found to be installed in the same filefolder/directory as Cribbage.

### 5.1.9 Switch To Pinochle & Bezique

Select this menu option to exit Cribbage and automatically start Pinochle & Bezique for the same player.

If the player name does not currently have a Pinochle & Bezique scoreboard file, Pinochle & Bezique will automatically create one and inform you that it has done so.

If you switch part way through a round, remember that Cribbage only saves the scores of games and rounds

completed, unless the "AutoStart - Restore" option is selected under [Operational Preferences](#).

Note: This option is only shown if Pinochle & Bezique is found to be installed in the same filefolder/directory as Cribbage.

### 5.1.10 Switch To Piquet

Select this menu option to exit Cribbage and automatically start Piquet for the same player.

If the player name does not currently have a Piquet scoreboard file, Piquet will automatically create one and inform you that it has done so.

If you switch part way through a round, remember that Cribbage only saves the scores of games and rounds completed, unless the "AutoStart - Restore" option is selected under [Operational Preferences](#).

Note: This option is only shown if Piquet is found to be installed in the same filefolder/directory as Cribbage.

### 5.1.11 Switch To Rummy 500

Select this menu option to exit Cribbage and automatically start Rummy 500 for the same player.

If the player name does not currently have a Rummy 500 scoreboard file, Rummy 500 will automatically create one and inform you that it has done so.

If you switch part way through a round, remember that Cribbage only saves the scores of games and rounds completed, unless the "AutoStart - Restore" option is selected under [Operational Preferences](#).

Note: This option is only shown if Rummy 500 is found to be installed in the same filefolder/directory as Cribbage.

### 5.1.12 Terminate

This menu item is shown if you have selected a special "On Exit" [Operational Preference](#) which places Cribbage in a background "sleep" state instead of being terminated when it is exited normally.

Select "Terminate" to force Cribbage to terminate instead of sleeping as a background process.

### 5.1.13 Exit

Terminates the session and exits from Cribbage.

Cribbage automatically saves the scores of games and rounds completed, together with the state of a partially completed round, unless the "AutoRestore" option is deselected under [Operational Preferences](#).

If AutoRestore is deselected then, before exiting, Cribbage asks if you want to save the updated scoreboard for the current player, if it has changed since it was last saved.

- If you respond "Yes", Cribbage will save the scores of all previous games and the scores of the rounds of the current game (if not yet completed) for the current player. When this player next plays Cribbage, this information will be restored automatically and play will proceed from the start of the same game number and round number.
- If you respond "No", the scoreboard information will not be updated and when the current player next plays Cribbage, the situation will be as it was previously.

If, when you next play Cribbage, you start part way through an unfinished game (e.g., round four) and you wish to restart from round one of the game, use the "[Replay Game](#)" option.

If you have selected a special "On Exit" [Operational Preference](#) which places Cribbage in a background "sleep" state instead of being terminated, this menu item is displayed as "Exit (Sleep)".

## 5.2 Online Menu

The following menu entries support [Online Play](#):

- [Online Preferences](#)
- [Preference Alignment](#)
- [Direct Host](#)
- [Direct Guest](#)
- [Find A Partner](#)
- [Chat](#)
- [AutoPilot \(optional\)](#)
- [Online Status](#)
- [Disconnect](#)

### 5.2.1 Preference Alignment

There are a number of deal, rule, and scoring preferences that must match those of your online opponent for online play to operate. A list of these critical preferences and a description of how the matching process is negotiated is described under "[Online Preference Agreement](#)".

The initial default is that all of the critical online preferences are disabled. Thus when you start an online game, the corresponding preference settings are turned off until you disconnect from the online session.

The preference alignment menu option permits you to define one or more of the critical preferences that you would prefer to enforce for your online games. If your candidate opponent has different preference alignment settings, the negotiation process may, or may not, result in acceptance of these. Therefore, if you were to have many of these preferences enabled, you may find it harder to find an online opponent prepared to agree to them all.

The preference alignment window includes two buttons in addition to the "OK" button. The "Clear" button clears the selection, while the "=Offline" button sets the selection to be the same as your current normal (offline) preference settings.

The same alignment window is shown if you decide to [adjust](#) your alignment preferences for the benefit of a particular negotiation. In this case, any changes made will apply only to the current online session. When in adjustment mode, the differences are displayed in colored boldface; green indicating a preference that the online opponent has selected but you have not, and red indicating a preference that you have selected but the opponent has not. If you wish to fully align the highlighted preferences check the green items and uncheck the red items.

### 5.2.2 Direct Host

Click the Direct Host menu option to initiate a [Direct Online Session](#). Your current IP address and port number will be displayed. This information will be needed by the guest for a successful connection to be completed.

When you have dismissed the confirming dialog box (assuming you don't withdraw), your computer will be actively listening for a connection, and a pulsating watch icon will be displayed in the status bar to remind you.

### 5.2.3 Direct Guest

Click the Direct Guest menu option to connect to a [Direct Online Session](#). The host must already be waiting and have informed you of the IP address and port number to which you are to connect. Enter this information, and click on "Connect".

### 5.2.4 Find A Partner

When you want play online, the first step (after completing the [online preferences](#)) is to connect to an opponent.

If you do not have a pre-arranged opponent for a [direct online session](#), you may seek your opponent via the MeggieSoft Games Online Forum.

The two parties in a session are termed "host" and "guest". A "guest" is a user who connects to a "host" (one who is already online and waiting). Thus the host is the user who prepares to accept a connection which a guest will complete.

When you select "Find A Partner", you will be connected to the forum and a list of waiting hosts will be displayed. Click on one of these and then click on the "Connect" button to inform the host that you are ready to play. The online game will commence as soon as the host accepts your response.

If there are no waiting hosts listed in the forum, you may click the "Be A Host" button to list yourself in the forum as a waiting host. You may then continue to play in local (human versus machine) mode until someone accepts your invitation.

For more detailed information, see "[Forum Pairing](#)".

### 5.2.5 Chat

At any time during online play either player may contact the other via an online chat window. Select "Chat" under the Online Menu, or click on the chat [shortcut button](#) which will have been added to the status bar. The online chat window will then appear.

To send a message to your opponent, type it in the box at the bottom of the chat window and click on "Send". What you send will be echoed in the conversation history window. You may then wait, or click on "Hide" to hide the online chat window.

If the online chat window is hidden (or you have not yet invoked it), it will automatically appear if your online opponent sends you a message or replies to your message.

### 5.2.6 AutoPilot

The optional "AutoPilot" menu entry may be enabled via "[Online Preferences](#)". By default it is not visible. If enabled, it is only operable when it is your turn to play.

AutoPilot operates similarly to the offline [AutoPlay](#) feature in that your online moves will be made for you automatically. To turn the AutoPilot off, select the menu entry again (it will be captioned "AutoPilot Off").

The AutoPilot is not intended as a means to cheat on your online opponents, but as a facility you might use to keep the online game running if you are called away for a few minutes.

The AutoPilot was created to facilitate the development and testing of the MeggieSoft Games online features and is included in the released versions for your convenience.



### 5.2.7 Online Status

This provides an information display of your current online status, including (as applicable): the names and IP addresses of you and your opponent, whether you are disconnected, connected, or waiting as a host, the port number used, and your playing position (host or guest).

### 5.2.8 Disconnect

This will disconnect you from online activity. If you are currently playing against a remote opponent, the opponent will be immediately informed that you have disconnected.

Abrupt disconnection may deter the opponent from choosing you as a partner in the future. Good protocol is to disconnect only after the end of a game, or by using the chat facility to advise the opponent of your intention to disconnect. Alternatively, you might [chat](#) at the beginning of the session to agree upon the number of games that will be played.

## 5.3 Player Menu

The following selections are available under the Player Menu:

- [Change Name](#)
- [Add/Remove Player](#)
- [Save Scoreboard](#)
- [Reset Scoreboard](#)
- [Undo Previous Turn](#)

In addition, if more than one player name has been created using "Add Player" , the menu will contain a "Switch to..." selection for each of the other players. This facilitates one-click switching between players.

### 5.3.1 Change Name

Select this menu option to change your player name.

Initially, the player name is "Player". You may choose any name that it is legitimate to add, as described under [Add/Switch Player](#). Generally this would be your first name or a one word nickname.

When you change your name, all scoreboard, game history and preferences settings are preserved under the new name.

### 5.3.2 Add/Remove Player

Select this menu option to add a new player, to switch to another player, or to remove a player.

**Add:** When you first use Cribbage, the only player is "Player". Use the "Add" button to add more players. When you select the "Add" button, a sub-window will appear, into which you will enter the name for the new player. Press "OK" to create a scoreboard for the new player. Enter players' names as 1-8 letters and numbers. Spaces, punctuation marks, and special characters are not permitted. Irrespective of how you specify upper and lower case, Cribbage will always display the player names in lower case with the first letter capitalized. You may have up to 12 named players at any time

**Switch:** Select the incoming player name, and press the "Switch" button. You may select any named player except yourself (the current player). When switching players, you will first be asked if the scoreboard for the outgoing player is to be saved, if it has changed since it was last saved.

**Remove:** Select the player name to be removed, and press the "Remove" button. You may select any named player except yourself (the current player). You will be asked to confirm that the player is to be removed, after which the scoreboard file and the saved options for the player will be permanently deleted from your system.

The Switch facility described above is primarily for switching to a newly added player. The quickest way to switch to another existing player is by selecting the "Switch to <name>" entry in the player menu.

### 5.3.3 Save Scoreboard

Select this menu option to perform an immediate save of the current scoreboard status (games and rounds) for the current player.

This option is useful if you are enjoying an extended session of Cribbage and don't want to wait until you [exit](#) Cribbage, or [change players](#), before your updated scoreboard status is safely saved to disk.

### 5.3.4 Reset Scoreboard

Select this menu option to reset your game scoreboard to zero. The game counter will return to game number 1.

If you are part way through a game, the scores of the previous rounds of the game are not cleared. Thus you can make the current game the first of your new scoreboard.

The previously saved copy of your scoreboard is not erased by this action. You must use the "[Save Scoreboard](#)" option to replace the previous scoreboard with the new one.

If you clear the scoreboard and decide you would have preferred not to have done so, [exit](#) Cribbage (or [change players](#)) and respond "No" when asked if the updated scoreboard is to be saved.

### 5.3.5 Undo Previous Turn

Select this option to undo the current round to one of your previous turns. A selection box is displayed, from which you may choose to return to any of your previous turns.

Once you have returned to a previous turn, you must continue from that point.

This feature is provide as a practice and skill development aid in order to answer the question: "What if I had done something different?"

There is a small overhead in respect of saving the status at each turn. If this overhead is noticeable, or if you wish to disable the "Undo Turn" feature for any other reason, you may do this via the [Player Preferences](#).

## 5.4 Preferences Menu

You may customize Cribbage to your taste by selecting from the Preferences menu. When the preferences panel is visible, you may switch to any of the other sections. If you want your changes to be saved for future sessions, ensure that the "Save Properties" box is checked. Preferences are saved separately for each player.

[Animation Preferences](#)  
[Card Preferences](#)  
[Card Back Preferences](#)  
[Color Preferences](#)

[Dealing Preferences](#)  
[Game Preferences](#)  
[Message Preferences](#)  
[Mouse Preferences](#)  
[Music Preferences](#)  
[Online Preferences](#)  
[Opponent Preferences](#)  
[Player Preferences](#)  
QuickSet Preferences  
[Rule Preferences](#)  
[Scoring Preferences](#)  
[Screen Preferences](#)  
[Sound Preferences](#)  
[Speech Preferences](#)

[Restore Pre-"Safe Mode" Preferences](#)  
[Reset Default Preferences](#)

The tree-structured selection menu may be replaced by the "radio-button" style of earlier versions by checking the "Button Navigator" option at the lower left of the preferences panel.

Note that right-clicking on the scoresheet is a shortcut to the [Scoring Preference](#) settings, and right-clicking on the rules panel (or under the stock if the rules panel is not displayed) is a shortcut to the [Rule Preference](#) settings.

### 5.4.1 Animation Preferences

The following preferences are available:

**Suppress Card Animation:** When selected, a card being moved automatically will disappear from the source and reappear at the destination, instead of floating from the source to the destination.

**Suppress Animated Card Twisting:** When selected, cards do not twist when floating, but are moved flat.

**Suppress Peg Board Animation:** When selected, a peg will move immediately to its target position, instead of stepping over the intervening holes, when a score is added to the Peg Board.

**Constant Travel Time:** When selected, the duration of each animated card movement is the same. Otherwise, the duration is distance dependent (i.e., cards move at a constant speed).

**Animation Speed:** Select the flight time duration for when cards are moved automatically from source to destination, and for Peg Board scoring.

**Suppress Card Display When Dragging:** When selected, a dragged card will not be displayed in motion under the mousepointer.

**Suppress Card Interleaving:** When selected, card interleaving is suppressed. In this case a dragged card will always fully appear over the top of the other cards in the players hand until the mouse button is released.

**Enable TrueSlide:** When selected, interleaving is displayed with true realism in that a card being moved will not automatically leap in front and behind the other cards as it traverses the player's hand. See the [Card Interleaving](#) section for more information regarding TrueSlide.

### 5.4.2 Card Preferences

**Card & Font Size:** Provided that the required "Plus Pack" card image files exist in the "Cards" subfolder of the installation filefolder, you may select the Regular card size, or one of three alternative card display sizes: Small, Large, and Extra Large, depending upon the current main window size. The font size displayed in the

main window and the size of the status bar and [shortcut buttons](#) are adjusted when the card size is larger than the regular size.

**Apply to Dialog Font Size:** When selected, the font size of the text displayed in dialog boxes will also be larger when the card size is larger than the regular size.

**When Resizing Main Window:**

You may specify how the card and font size is to change when you resize the main window (by maximizing it, by dragging an edge or corner, or edge, or by direct selection via the [Screen Preferences](#)):

**Do Not Change:** The card size will always be as specified, unless the window size is too small to accommodate the selection - in which case it will be reduced appropriately.

**AutoSize Per Window Size:** The card and font sizes will adjust to the second largest possible for the new window size (i.e., extra large will never be used).

**AutoSize To Largest Possible:** The card and font sizes will adjust to the largest possible for the new window size.

**Deck Design:** By default, the "Standard" design is used. However, if you have installed additional card sets (downloadable from the MeggieSoft Games website), you may also select these. The images in many of these sets have been adapted from artistic card designs which were created by, and are owned by, the respective designers of the original decks.

**Index Notation:** You may select one of a number of European card index notations as an alternative to the standard Anglo-American notation (AKQJ).

Select "**True Corners**" for a more realistic card appearance with rounded instead of square corners. This may result in a performance penalty when cards are displayed.

Select "**Wider Hand Spreads**" to display cards in the player's and the opponent's hands with twice the card separation than the default setting. The default is 25% separation (75% overlap) whereas the wider spread is 50% separation (50% overlap). (Note that card separation is dynamically reduced if the hand currently contains too many cards to display at the full 25% or 50% separation.)

Select "**Conceal Dead Cards**" to display the previously played cards face down after a "One for Last" or "Thirty-one for Two" - after which the round continues afresh from zero face points. When not selected, the dead cards are displayed face-up with a grey tint. (This option is not applicable when the "End At 31 Points" [rule preference](#) is selected, which is the standard for Five Card Cribbage.)

### 5.4.3 Card Back Preferences

There are six standard card back designs available for each deck design, plus you may use an image file (jpg, bmp or wmf) of your own design or choosing. Click on the Predefined or Custom button to select the type required.

**Predefined Card Backs**

Use the drop-down Card Back list for the predefined cards associated with the current deck design.

If you have more than the Standard deck design installed, you may also select the card backs from other installed card decks by first selecting the required Deck Design, and then the required Card Back.

If you do not wish your selected card back to change if you select another deck design via the [Card Preferences](#), ensure that the "Link Deck Design to Card Preferences" box is unchecked. When this box is checked, the predefined card back designs automatically change whenever you change the deck design via the Card Preferences.

**Custom Card Backs**

Select "Browse" to select a custom card design.

Cribbage does not provide graphic design capabilities, so it is assumed that you are able to scan, copy, or design any custom image file(s) you require using other tools. You may also use other appropriately sized

bitmap files on your system.

The size of the "regular" card image is 71 by 96 pixels. If the image is larger, the File Selector will reduce it to size and, if the aspect ratio of the image is different from that required for the card, will indicate that the image is horizontally or vertically adjustable. In this case, you may click the mouse down on the image and gently drag it so that a hidden or obscured part of the image becomes part of the image display.

Cribbage will automatically resize the card back design when card sizes other than "regular" are selected.

If "With Frame" is selected for the custom card back, a white frame will surround the selected image. This usually creates a more attractive card back.

You do not need to add the card boundary (single pixel black line around the edge) or trim the corners. Cribbage will do this automatically when it loads the card back image file, which will override your efforts anyway.

#### 5.4.4 Color Preferences

The color preferences are used to provide on-screen adjustment of the colors displayed by Cribbage.

First, in the upper part of the window, select the target area for which you want to change the color. The current color is displayed below the "Target" selection frame. If the target allows you to change both the text and the background colors, select the one desired.

Second, click on the "New Color" button to select the color to which you require to change the target. The standard Windows color selection window will be displayed. You will return to the color control window after you have made your new selection.

If you wish to preview the effect of the change, click the "Preview" button. The revised color scheme will be dynamically displayed "on-screen" in the main Cribbage window. If you cancel the preferences window after previewing, the previous color scheme will be reinstated.

The "Reset" selection frame allows you to set all colors to how they were before you selected "Preferences", or to the Cribbage default color scheme.

#### 5.4.5 Dealing Preferences

The following preferences are available:

**Deal Size:** The default deal is six cards per player. This may be changed to a three-card deal (with no crib, as for Noddy), a five-card deal or a seven-card deal. Note that you should use the "Standard Rules" buttons in the [Rule Preferences](#) to switch between the normal rules for Noddy and Five Card, Six Card, and Seven Card Cribbage as these buttons will alter the deal, rule and scoring preferences to the respective defaults in a single action.

**Deal One to Crib:** When selected, one less card is dealt to each player and is dealt to the crib instead. Each player then discards one card each. This increases the uncertainty of which cards are in the crib. (Disabled when the three-card deal is selected.)

**Cut For Deal:** (Not available when Tournament Dealing is selected.) When selected, each new game will start with a cut for deal and the "who starts" option applies only to rounds. Cuts are determined by Cribbage card rank -- i.e., ten beats king.

**Who Starts:** Select either that the starting player of games and rounds is to alternate, or that the loser of the previous game or round starts the next game or round.

**Tournament Dealing:** Cribbage will always deal the same sequence of cards for a given game number, depending upon the selected sequence number. Thus, two or more player names set to the same sequence

number preference can separately play identical hands for each game number as a [tournament](#).

**Quick Deal:** Cards are dealt as a single block instead of as groups of three or four cards. This speeds up the display at the start of the game, at the expense of realism.

**Quiet Deal:** Cards are dealt individually but the Place Card sound effect is inhibited. This speeds up the display.

**Show Who Dealt:** When selected (the default), the dealer of the current round is indicated in the left side of the status bar as a small green box in the upper (opponent dealt) or lower (player dealt) part of the status display.

## 5.4.6 Game Preferences

The following preferences are available:

**AutoDeal:** When selected, the "Deal" button will not appear in the status bar at the start of each round. Note that preference changes before the start of a round may only be made when the "Deal" button is displayed.

**AutoResume:** When selected (as is the default), Cribbage will remember which player was playing when it exits, and will automatically resume for that player when Cribbage is next run.

**AutoRestore:** When selected (as is the default), the state of a game in progress is automatically saved with the scoreboard and is automatically restored when the player next plays Cribbage.

**AutoStep - Full Cycle Step:** By default, [AutoStep](#) plays one turn for either the player or opponent for each click of the step button. When the Full Cycle Step option is selected, each click of the button plays one cycle of player turn followed by opponent turn, ending at the next player turn.

**Minimize Window:** By default, minimizing the window will follow the normal Windows practice of continuing to show the Window icon and description as a button in the Windows taskbar, from which it may be restored. You may specify alternative behaviors if you wish:

**Minimize As Tray Icon:** When the main window is minimized, an icon will appear in the Windows tray (the area at the bottom left of the screen which contains the clock). The normal taskbar button is not displayed in this case. Click on the tray icon to restore the Cribbage window, or right-click on the tray icon to terminate the program.

**Minimize To Background:** When the main window is minimized, all visible references to it are removed and Cribbage is "sleeping" in the background. To re-awaken, merely run Cribbage again as usual, in which case the sleeping process will be re-activated.

**On Exit:** By default, exiting Cribbage (by whatever means, including switching to one on the other MeggieSoft Games) will follow the normal Windows practice of terminating the program execution. You may specify alternative behaviors if you wish:

**Sleep As Tray Icon:** Instead of terminating, Cribbage stays in the background in a sleeping mode and an icon is displayed in the tray. To re-awaken, click on the tray icon, or right-click on the tray icon to terminate the program.

**Background Sleep:** Instead of terminating, Cribbage stays in the background in a sleeping mode and all visible references to it are removed. To re-awaken, merely run Cribbage again as usual, in which case the sleeping process will be re-activated.

The "Minimize Window" and "On Exit" preferences are system-wide (they apply to all users of your computer). They provide convenient methods of placing Cribbage in the background so that Cribbage may be swiftly re-awoken when you want to play again.

- If you "minimize to background" or "exit to background sleep", you will need to re-run Cribbage to re-awaken it.
- If you "minimize as tray icon" or "sleep as tray icon", you will need to click on the tray icon to restore/re-awaken Cribbage.
- If you "minimize as tray icon" or "sleep as tray icon", you may right-click on the tray icon and select "Terminate" to terminate the process execution completely.

- If you have enabled one of the alternative "On Exit" preferences, a "Terminate" item entry will be shown the [Game Menu](#) in order to bypass the specified "On Exit" behavior.
- The operational difference between minimizing and exiting (whether to tray or background) is that exiting will save the scoreboard and game status (providing AutoRestore is enabled).
- If you use the special "Minimize Window" and "On Exit" preferences, the recommended combination is to minimize as tray icon and exit to background sleep.

### 5.4.7 Message Preferences

The following preferences are available:

**Display Error Box:** When selected, error messages displayed by Cribbage are shown as dialog boxes (with an "OK" button) instead of in the status bar.

**Suppress Tool Tips:** When selected, Tool Tips are not displayed when the mouse is positioned over one of the [shortcut buttons](#) in the status bar.

**Suppress "Are You Sure?" for Game Menu Items:** When selected, these messages are not displayed when games and rounds are to be redealt/restarted/replicated and for Switch/Exit/Terminate. In such cases these [game menu](#) actions are immediate when the menu item, or corresponding toolbar icon, is selected.

**Suppress Status Messages:** When selected, status messages are not displayed in the status bar during play. Error messages will continue to be displayed as appropriate.

Note that opting to have game scores displayed in the status bar automatically suppresses status messages.

**No Start Reminders:** When selected, the reminder of who starts the next round or game is suppressed.

**No Bell:** When selected, the bell/beep sound associated with errors is suppressed. It is recommended that the "Display Error Box" option be selected in this situation so that error messages don't go unnoticed.

**Show Points Totals:** When selected, the white and red peg [status bar](#) score indicators show the running totals for the current game. The default is to show a summary of the last scoring action by each player during the current round.

### 5.4.8 Mouse Preferences

The following preferences are available:

**AutoMouse - Cards:** When selected, the mouse pointer automatically moves: (i) to your hand when it is your turn to play or show your hand, (ii) to the played cards (if you are claiming a "play muggins"), or (iii) near to the Starter card when it is your turn to show the crib, or you claiming a "show muggins".

**AutoMouse - Dialogs:** When selected, the mouse pointer automatically moves to any message or information windows which are displayed and, if "AutoMouse - Cards" is also selected, back to the player's hand or the stock after the dialog window is dismissed. Some mouse drivers and add-in utilities also perform this function. Therefore this is a separately selectable option within Cribbage.

**Use Windows Mouse Pointers:** When selected, the standard Windows mouse pointers are used instead of the special MeggieSoft Games [mousepointer icons](#) used by Cribbage.

**Use MeggieSoft Games Mouse Pointers:** When selected, the special MeggieSoft Games [mouse pointers](#) are used.

... **in black & white:** when selected, the MeggieSoft Games mouse pointers are displayed in monochrome instead of in color.

... **without online indicators:** when selected, the offline MeggieSoft Games mouse pointers are always displayed, even when you are online.

**Disable Card Drag And Drop:** When selected the ability to move cards via [drag-and-drop](#) mouse operation

is suppressed. In this case, all mouse operations will be performed by the [point-and-click](#) method. This preference is provided for users who find that the drag-and-drop capabilities are inadvertently interfering with their preferred use of point-and-click if the mouse is moved with the button down.

### 5.4.9 Music Preferences

This preference panel permits you to enable and disable the playing of MIDI, MP3 and WMA music files and to specify the music file(s) to be played. MeggieSoft Games does not distribute MIDI files, but Cribbage will automatically select the first MIDI file found in your windows\media or windows filefolder as the default (if one is found).

If your system has difficulty playing music and other sounds simultaneously, either do not enable the music feature, or do not enable sound and speech features.

When music is playing, you may also select the "[Music Status](#)" option ([View Menu](#)) to display the name of the file being played, to skip to the next music file in the filefolder, or stop the music.

To change the music file from that displayed, press "Browse..." and select the required MIDI, MP3 or WMA music file. (If there is no currently associated file, [none] will be displayed.) To test the music, press "Test". To clear the music file selection, press "Clear".

The available play modes are:

**Single** - the selected music file will be played once.

**Repeat** - the selected music file will be played repeatedly

**Cycle** - the music files in the filefolder will be played in sequence.

**Random** - the music files in the filefolder will be played in random order.

### 5.4.10 Online Preferences

**Note:** The MeggieSoft Games online technology uses your system's Internet Settings for managing network connections. Non-standard specifications (e.g. pertaining to firewalls) must be present in your Internet Settings. If the default IP port number used by MeggieSoft Games conflicts with local network policies or causes unexpected disconnection, this may be changed (see below).

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In addition to the following preferences, see [Online Preference Agreement](#) for details of how critical deal, rule and scoring preferences are managed in order to ensure that both players are playing under the same conventions.

#### Online Name

You may freely choose a name by which you wish to be known within the MeggieSoft Games community. Each time that you register as a waiting host for forum pairing, this name will be displayed to users who are looking to find a partner. Your online name will also be shown to the host when you connect to them as a guest (forum or direct).

The forum does not check for uniqueness of online names, so choosing something a little unusual will more clearly identify you to those seeking partners. Useful examples may be "Dortmund Dieter", "Anna Napolis", or "Disparate Don". If someone else of the same name registers as a waiting host, the worst that will happen is that you may receive partners expecting to play with the other person. In such a case, you might consider changing your online name.

By default, your online name is the computer name defined in your Windows System properties.

#### Minimal Dialog

The default connection process provides step-by-step confirmations as the host and guest computers acknowledge each other and initialize the game. If this is too much verbosity for your liking, check this box. When checked, the dialog is restricted to the notification to the host that the opponent has accepted the invitation to join. (Note that error conditions will be displayed whether the box is checked or not.)



**Enable AutoPilot**

Check this box to include the "AutoPilot" entry in the Online Menu.

**Private Forum**

The address of the private forum server that you wish to use, if you have access to one that has been created. Advanced users who wish to create a private forum will find instructions on how to do so under "[Establishing A Private Forum](#)".

**Use Private Forum**

Check this box if you have specified a private forum address and wish to use that forum to seek online partners. The default, when unchecked, is to access the MeggieSoft Games public forum.

**Default Direct Host**

You may specify a default opponent IP address if you frequently play in [direct online session](#) mode against an opponent who has a fixed IP address. If specified, this address is used as the default in the "[Direct Guest](#)" connection dialog.

**IP Port**

There is normally no need to change this entry, but there are instances where a different IP Port number may need to be defined. Such instances include satisfying local restrictions (such as firewalls) and avoiding unexpected disconnection due to some other program using the default port number.

The specified port number will be included automatically in your "Be A Host" registration at the "Find A Partner" forum so that guests will respond to the correct port. It will also be the default for a "Direct Guest" connection so that frequent partners who connect directly and encounter connection/disconnection problems with the MeggieSoft Games default (54001) may each choose the same alternative number.

If you are not sure what alternative port number to define, use trial and error on five digit numbers in the vicinity of the MeggieSoft Games default.

## 5.4.11 Opponent Preferences

The following preferences are available:

**Skill Level:** Select the skill level required from the six ascending skill levels listed in the drop-down box. For more information regarding how the opponent skill levels differ, see "[Skill Levels](#)" under "Miscellaneous Topics"

**Quick Display:** When selected, Cribbage does not enact the 400 millisecond pause between each of the opponent's actions.

**Show Cards:** When selected, shows the opponent's cards face up and permits Quick Peek for the opponent's discards to the crib.

**Permit Quick Peek:** When selected, you may click the mouse button down on the opponent's cards to show them face up. You may similarly click on the opponent's discards to the crib. The cards will return to the face down display when you release the mouse button.

**Display Scoring Details:** By default these preferences are enabled and Cribbage will display a dialog box containing the details of each of the opponent's scoring activities when scored. These may be selected for either or each of the main phases of a round. Note that these details will always be displayed for the Show phase when the Cutthroat Cribbage ("Muggins") [rule preference](#) is selected. If you deselect these preferences, you may care to ensure that the "[Show Score Details](#)" message preference is selected so that you may review the abbreviated detail of the opponent's scores in the [status bar](#).

### 5.4.12 Player Preferences

The following preferences are available:

**Play Protect:** The playing of a card requires confirmation from the resulting [Pop-Up](#) menu.

**Warn Of Missed Opportunities:** When selected, a warning will be displayed during the Play phase if there is a scoring opportunity that you appear to have overlooked. This is a very useful facility for the student player.

**Disable AutoCard:** When selected, the AutoCard facility is disabled. (AutoCard permits double-clicking on a card in your hand to discard it to the crib, or to play it.)

**Sort High to Low:** When selected, the cards in the player's hand are sorted in descending value order (highest card on the left).

**AutoPeg (Score Automatically):** When selected, Cribbage will automatically score all points for you in the Play phase, and/or the Show phase. Although this defeats one of the primary challenges of Cribbage, it is a very useful facility for the student player.

**...And Display Confirmation (Show Phase):** Cribbage show you the score resulting from the AutoPeg before advancing for the next show, or to the end of the round.

**Display Confirmation Of All Points Scored:** Cribbage will display confirmation each time that points are scored by you.

If you do not select the confirmation display preference, you may see the detail of an AutoPeg score in the Play phase by clicking on the white peg display in the status bar before your next score. You may also select "[Points Details](#)" from the View Menu at any time during a round to review the detail of all the points scored by each player since the start of the round.

**Disable Undo Turn:** The ability to undo turns is removed, together with the small processing overhead associated with providing this facility.

### 5.4.13 QuickSet Preferences

Click on the preference group buttons to facilitate selection and deselection of the following groups of preferences. Finer adjustments may be made via the corresponding preference panels. Changes will take effect when the "Apply" or "OK" button is pressed.

**Appearance/All:**

- The table and mat image effects are enabled (if the corresponding image files exist)
- 3-D effects are enabled (i.e., if the suppression option is selected, it is deselected)
- The custom card back image effects are enabled (if the corresponding image file exists)
- Cards are displayed with "True Corners"
- The game totals are displayed at the top of the scoresheet and the scoresheet headings are the player/opponent names

**Appearance/None:**

- If the default font has been altered, it is reset to the default
- If enabled, use of the table, mat, and custom card back images is disabled
- 3-D effects are suppressed.
- Cards are not displayed with "True Corners"
- The game totals are displayed as on-table scoremasts and the scoresheet headings are "You/Me"

**Interface/All:**

- If card animation has been suppressed, it is re-enabled
- If standard Windows mousepointers have been selected, this option will be deselected in favor of the MeggieSoft Games intelligent mousepointer icons
- AutoMouse will be enabled for cards and dialogs

**Interface/None:**

- Card animation is suppressed, standard Windows mousepointers are used and AutoMouse is disabled

**Audio/All:**

- Depending on system capabilities, the sound effect, music and speech options are all enabled

**Audio/None:**

- Any enabled sound effect, music and speech options are disabled

**Operation/All:**

- Enables the AutoStart, AutoRestore, and AutoResume features

**Operation/None:**

- Disables the AutoStart, AutoRestore, and AutoResume features

## 5.4.14 Rule Preferences

The following preferences are available:

**Set Standard Game:** Press one of the buttons to set all of the normal Cribbage defaults ([deal](#), rules, and [scoring](#)) for Noddy, or for the Five Card, Six Card, or Seven Card game of Cribbage.

**End At 31 Points:** When selected, the play phase of each round ends when the face points total is 31 points, or when neither player is able to play a card which would remain within the thirty-one point limit. This is the default for Five Card Cribbage. (Under the normal rules for Six Card and Seven Card Cribbage, the exhausted cards are considered to be "dead" and play resumes from a played-card total of zero.)

**Cutthroat Cribbage ("Muggins"):** When selected, a player may score the unclaimed points if the other player overlooks a scoring opportunity. This is known as a call of "Muggins". This option is independently selectable for each of the Deal/Play and Show phases of a round. Note that selecting this preference for the show phase also selects the corresponding "Display Scoring Details" [opponent preference](#) automatically; in order to provide the opportunity to call Muggins. The procedure for claiming the opponent's overlooked points is described in the "[Claiming Muggins](#)" section.

The following are associated with the game of Noddy, but may be enabled by the adventurous Cribbage Player:

**Score Before Play (Noddy Rule):** When selected, the scoring of combinations in the hands is performed before the cards are played. The opponent's cards are not shown during the hand scoring process when this preference is enabled.

**Score Flush During Play (Noddy Rule):** When selected a flush of three or more cards may be scored during the play phase. The method for scoring this is described in the section titled "[Playing The Cards \(Noddy\)](#)".

## 5.4.15 Scoring Preferences

The following preferences are available:

**Game Points:** 31, 61, 121, or 181 points. These are the normal goals for Noddy and Five Card, Six Card, and Seven Card Cribbage, respectively.

**Elder Pegs:** When selected, three points are scored by non-dealer at the end of the deal of the first round of a game. This is the default for the 61 point game of Five Card Cribbage as compensation for the dealer having the opportunity to peg the first crib. (Under the normal rules for Six Card and Seven Card Cribbage (in which a game is 121 or 181 points respectively), this dealer advantage is considered to not be significant.)

**Restricted Heels Scoring:** When selected, a player cannot score "Two for His Heels" if they need five or less points to win the game.

**Restricted Last/Go Scoring:** When selected, a player cannot score "One for Last " or "One for Go" if they need only one point to win the game.

**Score "Twenty-Five for Two" (Noddy Scoring):** This option is associated with the game of Noddy, but

may be enabled by the adventurous Cribbage Player. When selected, players may score two points for achieving a running points total of twenty-five face points during the Play phase and for a combination total of 25 points during the Show phase. See "[Playing The Cards](#)" in the "[How To Play Noddy](#)" section for further details.

**Three Card Sequences Score Two Points (Noddy Scoring):** This option is associated with the game of Noddy, but may be enabled by the adventurous Cribbage Player. When selected, the a three card sequence score two points instead of the normal three points. Longer sequences score one point per card, as normal.

**ScoreBar on Right Side:** When selected the ScoreBar is positioned under the PegBoard instead of on the lower part of the mat.

**Use Status Bar Buttons:** When selected, scoring buttons are displayed in the [status bar](#) and the ScoreBar is not displayed. (In this case, the same button is used for registering Pairs and Flushes during the Show Phase.)

**Use Scoresheet:** When selected, the [Peg Board](#) is not displayed. All scoring is maintained on the scoresheet.

**Score Skunks:** For each "[skunk](#)", a game won by a margin of between 31 points and 60 points, one bonus game is scored. For each game won by 61 points or more, two bonus games are scored.

... **three extra for Double:** Three bonus games are scored for a double skunk, thus scoring a total of four games. (Rule sources vary regarding the scoring for a double skunk: some double the skunk bonus from one to two, some double the games scored from two to four.)

When skunk scoring is enabled, the game totals shown at the top of the scoresheet (or elsewhere, depending upon the [screen preferences](#)) include the skunk bonuses. Also, the "[Game Scores](#)" (under the [View Menu](#)) will show both the number of games won (excluding the skunk bonuses) and the number of games scored.

## 5.4.16 Screen Preferences

The following preferences are available:

**Main Window - Size:** Depending upon your monitor resolution setting, up to five window sizes are available, the fifth of which is "Custom". As an alternative to selecting a standard window size via preferences, you may also resize the main window by dragging the lower left corner. The resulting size is held as the Custom setting so that you can return to it later.

**Main Window - Font:** The default font is the earliest named of the following, depending upon whether each is installed on your system: Tahoma, Arial, MS Sans Serif. (Versions prior to v12.1 were fixed as MS Sans Serif). A change to the font setting affects the status bar, scoresheet and Rules/Scoring panel. The "Font" label to the left of the drop-down list is shown in the currently listed font to facilitate comparison and selection before applying the change.

**Remember Position:** When selected, the position of the game window within the monitor screen is remembered on exit and is recovered to the same position when the next session is played. Otherwise, the game always starts with the game window centered within the monitor screen.

**Scoresheet Headings:** The default scoresheet headings are "Me" and "You". Select "You"/"Me" if you wish the computer to be "Me". Select names if you want the player and opponent skill name displayed as the headings. Deselect both for the default of "Me"/"You". If "names" is selected you may also choose to shrink to fit if the current font setting can accommodate such small sizing, otherwise the names may be truncated. Shrink to fit may result in unreadable column headings at smaller [card/font preference](#) settings.

**Scoresheet (Handwritten):** Select if you would like the scoresheet entries to be displayed in a handwritten blue font.

**Table Effect:** Select if you want the main table window to be "wallpapered" with an image file (jpg, bmp or wmf) of your choosing.

**Mat Effect:** Select if you want the mat to be "wallpapered" with an image file (jpg, bmp or wmf) of your choosing.

**Peg Board Effect:** Select if you want the Peg Board to be "wallpapered" with an image file (jpg, bmp or wmf) of your choosing.

**Round Peg Effect:** Select if you wish the pegs on the PegBoard to be displayed in a graduated multi-tone effect (the peg symbols in the status bar are always displayed as "flat"). Note that the round peg effect may be more pleasing with some peg colors (which may be altered via the [Color Preferences](#)), and at some

display sizes, than other colors.

**Suppress 3D Effect:** Select if you wish to disable the 3D effects in the main window.

**Hide Rules/Bonuses:** Select if you wish the rules/bonuses panel to not be displayed.

**Enable Toolbar:** Select if you wish to display the menu [toolbar](#).

**...with all buttons:** The default menu toolbar is a "short version" corresponding to the more commonly used menu items. Select "all buttons" if you wish to use a "full" toolbar containing almost all menu selections.

As all the possible buttons will most likely not fit within the toolbar (depending upon your main window size), you should customize this toolbar to remove those buttons you are less likely to use.

**...show on left side:** When selected, the toolbar is shown on the left side of the game window instead of at the top.

**Game Score Display:** Select "Title Bar", "Status Bar" or "Top of Scoresheet" to display game scores elsewhere than the default of in the main window. If you select display in the status bar, error messages will continue be shown in the status bar and will temporarily cover the game score display (unless you have selected the "display error box" option of [Message Preferences](#)).

### 5.4.17 Sound Preferences

This preference panel permits you to enable and disable sound effects, and to specify the sound effect files to be used. Cribbage permits the optional association of a wav file with each of the eleven events shown. Note that the Welcome and Goodbye sounds are not used if [Speech](#) is enabled.

If you do not have a sound card, the speak.exe driver is a freely available Microsoft product which uses your PC speaker to play (low quality) sound.

If your system has difficulty playing music and other sounds simultaneously, either do not enable the music feature, or do not enable sound and speech features.

To change a sound effect, select the corresponding button. The name of the currently assigned file name will be displayed. (If there is no associated sound file, [none] will be displayed.) To test the sound, press "Test". To assign or change a sound file, press "Browse...". To break the association between the file and the event, press "Clear".

### 5.4.18 Speech Preferences

When enabled, Cribbage will speak to you if you have a speech engine installed on your system. The spoken phrases will include prompts, error messages, confirmations, points scored, and score summaries.

**Host/Opponent:** You may set the pitch, speed, and volume of the host and opponent voices to your liking.

**Mode:** A drop down selection box permits you to define the spoken phrases as "Standard" or "Terse". When "Standard" is selected, various phrases are randomly selected when spoken to reduce monotony.

**Speech Engine:** Cribbage supports three speech engines. All three are available for download from the MeggieSoft Games website. The WinSpeech engine is older and simpler, but represents a smaller download. The more superior engines are Microsoft's Text-To-Speech engines. If more than one speech engine is installed on your computer, the default selection is the highest Microsoft engine installed (v4 or v5.1).

With the Microsoft TTS engines, you can define different host and opponent voices by name, depending on which voices you have installed on your system. With WinSpeech, only a single voice style is supported, but you can define different pitch parameters to differentiate the spoken host and opponent phrases.

**Enable:** When selected, the speech capability is enabled. Uncheck this selection to disable the speech capability.

**Stop Speaking When Interrupted:** When selected, the currently spoken information will stop immediately when you exit a dialog box.

### 5.4.19 Restore Pre-"Safe Mode" Preferences

(This selection is only available if you started the current or previous session in "Safe Mode".)

Select this option to restore your preferences to their most recent settings prior to selecting "Safe Mode" for this, or for the previous, session.

At the end of your next normal session, this menu item will no longer be available as it is assumed that you wish to retain the preference settings that exist at that time.

### 5.4.20 Reset Preferences To Defaults

Select this menu option to remove all non-default preference settings for the current player from the registry. This facility is provided as a swift method for resetting all preferences. The [Preference](#) facility may then be used to alter your preferences, or the [QuickSet Preferences](#) facility may be used to re-establish preferences to one of the preset configurations.

## 5.5 View Menu

The following selections are available under the View Menu:

- [Review Discards](#)
- [Points Details](#)
- [Round Scores](#)
- [Game Scores](#)
- [League Table](#)
- [Hall Of Fame](#)
- [Music Status](#)
- [Hide/Show Toolbar](#)
- [Refresh Display](#)

### 5.5.1 Review Discards

Select this option to review the cards that you discarded to the crib.

You may also click on the crib cards themselves as a shortcut to this menu item, in which case the cards are displayed face up when you click down with the mouse, and returned to be face down when you release the mouse button.

### 5.5.2 Points Details

Displays the full details of points scored by the player and the opponent during the current round.

### 5.5.3 Round Scores

Displays the winner, and the scores of the player and the opponent, for all previous rounds of the current game.

The display includes the date and opponent skill level for each game.

The text colors (blue for wins, red for losses) may be changed via [Color Preferences](#).

### 5.5.4 Game Scores

Displays the winner, and the scores of the player and the opponent, for all previous games played by the currently active player. The display includes the date and opponent skill level for each game.

If Skunk scoring is enabled (via the [scoring preferences](#)), the totals of the actual games won and the games scored (including bonus games for skunks and double skunks) are shown.

A selection pad permits the display of the game history against the opponent at a particular skill level. The text colors may be changed via [Color Preferences](#).

#### Game Replication

Game replication means playing a new game with the cards being arranged for the first deal, and each subsequent round's deal, exactly as they were for the corresponding round of a previous game. You can select the game to be replicated by clicking on the result in the game scoreboard and then pressing the "Replicate Button".

If you wish to replicate the immediately previous game, you may also do this from the [Game Menu](#).

### 5.5.5 League Table

When selected, Cribbage will display the following information for all players for whom a saved scoreboard file exists: Games Won, Games Lost, Points For, Points Against, Average (points for divided by games played).

### 5.5.6 Hall Of Fame

When selected, Cribbage will examine all saved scoreboards and display statistics such as highest and lowest scores for and against, narrowest and widest winning margins, etc.

### 5.5.7 Music Status

Select this menu option to see what music track is currently playing. You may then choose to skip or stop the current music track if you wish to.

### 5.5.8 Hide/Show Toolbar

If the menu toolbar option in [Screen Preferences](#) is selected, you may toggle between the toolbar display state via this menu selection.

### 5.5.9 Refresh Display

Clears and refreshes the display window. This action is rarely necessary unless some strangeness with the display layout is encountered.

## 5.6 Assist Menu

The following selections are available under the Assist Menu:

[Tutorial](#)  
[Explain Options](#)  
[Suggest Hint](#)  
[AutoStep](#)  
[AutoPlay](#)

### 5.6.1 Tutorial

The tutorial provides a documented walk through of Six Card Cribbage ("Modern Cribbage") in action and the operation of the tutorial is self explanatory once it has been started. Each set of moves is explained as they take place, and help is always available.

The tutorial is intended to facilitate learning of the basic game. Therefore, any specific dealing, rule, or scoring preferences that you have enabled will be disabled for the tutorial.

The tutorial restarts the current game and can guide you through as many games as you wish. When it is dismissed, you are returned to the original game state at the point you started the tutorial, with your chosen preference settings if any were disabled for the tutorial.

See also: [Tutorial Operation](#)

#### 5.6.1.1 Tutorial Operation

If your screen size is large enough to accommodate it, the tutorial display will be in an extended panel under the game window. If your screen resolution is 640x480, it is not possible to accommodate the tutorial panel, and feedback will be provided by pop-up dialog boxes.

##### **Tutorial Panel**

The game window may be adjusted to accommodate the panel, in which case it will be returned as it was when the tutorial is stopped. The left side of the feedback shows the sequence of current moves by the player or opponent. The right side shows pertinent rule notes (black), or notes regarding Cribbage operation (blue). These notes do not reappear once shown until the tutorial is next started.

##### **Dialog PopUps**

The upper part of the displayed messages show one or more recent moves and the lower part may show pertinent rule notes, or notes regarding Cribbage operation. These notes do not reappear once shown until the tutorial is next started. Every attempt is made to position the popup box in a non-obtrusive position, but if it is in the way, you may move it by dragging its title bar.

To step through the tutorial, press the "Next >>" button each time that it is enabled. To exit the tutorial, press "Stop".

You may hold down the Shift key when pressing the "Next" button in order to advance rapidly to the next rule note, or the end of the round (whichever occurs first). If there are operation notes pending, these will be skipped.



### 5.6.2 Explain Options

When selected, the "Assist!" window will appear.

The Assist! window is context sensitive and will describe your alternatives at the current state of play.

You may move the Assist! window by dragging its title bar.

### 5.6.3 Suggest Hint

When selected, Cribbage will examine your hand in relation to the game situation and display a recommendation for which card you should play to the current trick. (Cribbage does not take advantage of this knowledge when determining subsequent turns for the opponent.)

You may select the "Do It" button when the suggestion box is displayed, and Cribbage will play the suggestion for you.

Cribbage employs the same logic for providing the suggestion as it does for playing the opponent's hand. The method employed is the "Master" [skill level](#).

### 5.6.4 AutoStep

AutoStep puts Cribbage into an interactive automatic mode whereby both the opponent's and the player's hands are played alternately by the computer. Unlike [AutoPlay](#), AutoStep provides the additional ability to control pausing, stepping and speed control.



The initial buttons include a run button (leftmost) and a step button. If you press the step button, you will see the next turn played by either the player or the opponent (alternately). If you wish a full-cycle mode of operation (player turn and opponent turn in one step), this may be selected via [Operational Preferences](#).

If you press the run button, the step button is replaced by a pause button and the run button is removed.



AutoStep will then run constantly until it is again paused (for step mode operation), or stopped.

Always visible are the stop button, and buttons to increase (right double chevron) or decrease (left double chevron) the speed of play in steps of 200 milliseconds. The slowest speed introduces a delay of two seconds between each play. Clicking a chevron symbol using the right-hand mouse button will increase/decrease the speed to the highest/lowest limit. The current speed setting is retained between sessions.

AutoStep starts at the current point of the game in progress. At the end of AutoStep, the game may be continued at its current position ("As Is"), or returned to the game position when AutoStep was started ("As Was").

AutoStep always uses the Master [skill level](#) for the player. The opponent will play at the skill level in operation when AutoStep is selected.

### 5.6.5 AutoPlay

AutoPlay puts Cribbage into a fully automatic mode whereby both the opponent's and the player's hands are played alternately by the computer. AutoPlay is used in development testing and is provided for users who might find it useful.

Learners and students of Cribbage are recommended to use the [AutoStep](#) facility, which provides interactive

control.

You will be asked to define which of the six [skill levels](#) is to be used by the player. The opponent will play at the skill level in operation when AutoPlay is selected. You may also select fast mode and silent mode.

After the player skill level has been selected and you have selected "OK", just sit back and enjoy the view. AutoPlay starts a separate set of games (starting at game 1). When you have seen enough, press the "Stop AutoPlay" button in the middle of the status bar.

Before AutoPlay starts, you may be asked if the updated scoreboard for the current player is to be saved. Respond "yes" if you wish to recover to the current state after AutoPlay has finished, otherwise recovery will be to the point that the scoreboard for the current player was last saved.

When it is stopped, AutoPlay will permit you to display the game scoreboard for the AutoPlay session, if at least one game was completed. After AutoPlay is dismissed, Cribbage returns to status of the player's game when AutoPlay was started.

## 5.7 Explore Menu

The following selections are available under the Explore Menu:

[Doctor Hand](#)  
[Swap Cards](#)

### 5.7.1 Doctor Hand

This facility is provided for learning and experimentation purposes. It permits you to change the cards in your hand.

The option is enabled after a new deal, and is disabled when play starts.

When selected, the mat is cleared and a spread of all the cards available is shown. The ones already in your hand are shaded. To exchange a card in your hand, click on it to highlight it. Then click on an available card on the mat. Wherever that card is currently (the talon, opponent's hand, opponent trick lead), it will be swapped with the card in your hand.

While doctoring is being performed, all menu and status bar actions are inhibited.

When you have finished the doctoring process, click anywhere on the card display with no card selected in your hand.

### 5.7.2 Swap Cards

Select this menu option if you wish to swap cards with the Opponent. Cribbage will then swap the cards currently in the player's hand with those in the opponent's hand.

This option only available when it is your turn to lead to a trick.

The purpose of the option is as a learning tool. It is not intended to be used to distort your true scoring ability relative to your peers, as might be reported by the [League Table](#) and the [Hall Of Fame](#).

## 5.8 Admin Menu

The following selections are available under the Admin Menu:

\* **Order Registration Code:** Provides information regarding the registration process for Cribbage.

‡ **Enter Registration Code:** Permits you to enter or re-enter your registration number. Should the Cribbage options data on your hard disk become missing, or if you move to a new computer, Cribbage will return to the unregistered status. In this case, you will need to re-enter your registration details. Note that the validation code shown at the top of the "Enter Registration Code" window must also be copied and entered as security confirmation that the registration information is being entered manually.

**Check For Updates:** Checks the MeggieSoft Games website to determine if program updates exist. For further information see the [online update](#) section.

**Manage Old Install Files:** This entry appears only if you have downloaded files stored on your hard disk from the online update process. The menu entry shows the total size of these files. Selecting this menu item will provide you the option to explore (using Windows Explorer) or delete all of these files. See the [Downloaded File Store](#) section for an understanding of what these files' names mean.

**Create Diagnostic File.** Creates a diagnostic dump file for analysis by MeggieSoft Games in order to resolve system and program problems. If your email method is using a MAPI-compliant mail client (such as Outlook, Outlook Express, Eudora, Thunderbird, AOL version 7.0 and later, etc.), you will be offered the option to open your email "compose" window automatically with the MeggieSoft Games email address already included and the required file included as an attachment. Otherwise, the email address for MeggieSoft Games will be shown for you to use in other email methods. (For further information, see "[Automatic MAPI Email Creation](#)" under "Miscellaneous Topics".)

**Create Preferences Backup.** Creates a disk file named "msgprefs.reg" in the MeggieSoft Games installation filefolder. This file contains all the preferences information for all installed MeggieSoft Games. Running it (by clicking on it in Windows Explorer) will apply the saved registry settings for all installed MeggieSoft Games. You would use this feature if you wish to transfer your preference settings to a new computer.

\* "Order Registration Code" is only shown during unregistered evaluation.

‡ "Enter Registration Code" is shown during unregistered evaluation. After you have entered your registration information, this item becomes "Re-enter Registration Data". This would be used if you have been sharing a registration code between your computers and you now wish to use them simultaneously for online play. In this case, one of the computers must be registered to a different name than the other and therefore you will need to re-enter newly obtained registration data (under a different registered name) on one of them.

## 5.9 Help Menu

The following selections are available under the Help Menu:

**Show Tip Of The Day:** Displays a random "Tip Of The Day". If applicable, clicking the "More Info" button will display the relevant section of the help file, and the "Show How" button will display the corresponding section of the [preference settings](#).

Select or deselect the "Show automatically" checkbox to define whether these tips should be shown on start up and at the start of each new game. If deselected, the tips will only be seen via this Help menu entry.

**Help Contents:** Displays the main Cribbage help window.

**Help Index:** Displays the Cribbage topics index window.

**User Guide (Printable):** The contents of the help file are provided as a printable user guide (with page-numbered contents and index sections). This file is in Adobe Acrobat (pdf) file format, for which you will require the Acrobat Reader (from [www.adobe.com/acrobat](http://www.adobe.com/acrobat)) if it is not already installed on your system.

**Note:** The User Guide is formatted for US Letter size (8.5x11.0). Users of other paper sizes, such as A4 (8.3x11.7), will need to select the "Shrink Oversize Pages..." option in the print dialog within the Acrobat Reader. For A4, this will very slightly (2½ percent) reduce the document width and add about ¼ inch of horizontal whitespace to each printed page.

**Revision History:** Displays the READGER.TXT file using the associated txt file program for your system.

**ReadMe File:** Displays the README.TXT file using the associated txt file program for your system.

**MeggieSoft Home Page:** Accesses the MeggieSoft Games home page (Provided you have Internet capability and an associated web browser).

**Email MeggieSoft Games:** If your email method is using a MAPI-compliant mail client (such as Outlook, Outlook Express, Eudora, Thunderbird, AOL version 7.0 and later, etc.), you will be offered the option to open your email "compose" window automatically with the MeggieSoft Games email address already included. Otherwise, the email address for MeggieSoft Games will be shown for you to use in other email methods. (For further information, see "[Automatic MAPI Email Creation](#)" under "Miscellaneous Topics".)

**About:** Displays information about the version number and author, and the registration confirmation.

**Note:**

The User Guide is not included as part of the Cribbage installation. If you select the User Guide option, and the user guide is not present on your system, you will be asked if you would like to download it from the MeggieSoft Games website.

Also, if your system is unable to display the newer Windows "chm" help files (requires Internet Explorer 4.1 or later), you will be offered the facility to download the alternative, older style, "hlp" file.

In either case, if you elect to download, the file will be retrieved from the website and will be displayed automatically when the retrieval has completed. (The help file size is less than 200K and the user guide size is less than 500K.)

If you select the option to remove older files during a subsequent installation of Cribbage, these files (if present) will be removed from your system and you will be able to download the newer versions.

## 5.10 Pop-Up Menu

The PopUp menu is invoked by right-clicking the mouse on any part of the Cribbage window where a right-click has no other meaning. In general, this means anywhere except the cards in the player's hand.

The Pop-Up menu offers easy access to the Play special action (enabled when the [Play Protect](#) player preference is active), and common menu options, as follows:

[Play <Card>](#)

[Preferences](#)

[Music Status](#) (View Menu)

[Explain Options](#) (Assist Menu)

[Suggest Hint](#) (Assist Menu)

[Add/Switch Player](#) (Player Menu)

[Change Skill](#) (Preferences/Opponent) This change is only applied for the current session.

[Round Scores](#) (View Menu)

[Game Scores](#) (View Menu)

[Help](#) (Help Menu - Contents)

[Exit](#) (Game Menu)

## 6 Online Play

Cribbage supports the ability for two human opponents to play against each other via the Internet or a LAN using TCP/IP protocols.

The user interaction for online play is exactly the same as it is for local human vs. computer play. Each time that you play your turn, coded details of it are transmitted to the online opponent and you will then be waiting for the opponent's response. When the opponent plays their turn, the actions are transmitted to your computer and displayed upon your screen exactly as they would be in human vs. machine play. With the exception of a longer delay waiting for the opponent to play, you will experience no difference compared with local human vs. computer play.

Connections between opponents may be made by private arrangement as a [direct online session](#), or by connecting to the public MeggieSoft Games Online Forum to locate a waiting opponent ("[Find A Partner](#)").

For either connection method, one person will first establish themselves as the "host" and remain in a waiting state (with the "watch" button flashing in the [status bar](#)) until the other person (as the "guest") makes the connection to the host.

For online play to be successful, certain deal, rule and scoring preferences must be adopted in common. For example, if one player had a certain rule enabled and the other did not, it would be impossible for them to play against each other. The [Preference Alignment](#) menu option ensures that each player is able to define these key preferences for online play, and is able to [negotiate](#) with a prospective online opponent who has different online preference alignment settings.

The MeggieSoft Games online technology incorporates a [chat](#) window which either player can invoke at any time if they wish to communicate with the other.

Select a topic:

- [The Host and The Guest](#)
- [Direct Online Session](#)
- [Forum Pairing](#)
- [Online Preference Agreement](#)
- [Establishing A Private Forum](#)

The following help topics are also relevant to online play:

- [Online Menu](#)
- [Online Preferences](#)
- [Online Play Protocol](#) (for the technically curious)

## 6.1 The Host and The Guest

For a successful connection, one party must first be established as waiting as the "Host", and the other then connects to them as the "Guest".

### The Telephone Analogy

When you make a regular telephone call, one person needs to be waiting near a phone, and the other needs to dial the correct number in order to make the connection.

If there is no-one waiting near the telephone being called, the caller will receive the ringing tone until they decide to give up. If the caller calls the wrong number, they will not connect to the required person (if they indeed connect to any person). If the caller calls when the other person is already making a call, they will receive a busy signal. (if each calls the other simultaneously, they will each receive the busy signal.)

### MeggieSoft Games Online Connection

The online connection process is very similar to the telephone analogy. In this case, the caller is termed the "Guest" and the person being called is termed the "Host".

#### Being the Host:

First the Host must establish themselves as waiting to receive the connection. (Otherwise, the caller will be calling someone that is not there.) This is done as either selecting the [Direct Host](#) option under the Online menu (if you are expecting a specific caller), or by using the "[Find A Partner](#)" facility and selecting "Be A Host" (if you do not mind who calls you).

After the Host has established themselves as waiting, the Guest may now initiate connection to the Host. If the Host has not completed the "waiting process" or has withdrawn from the waiting state, they will not see a flashing "wristwatch" symbol in the status bar - in which case they are not waiting as a Host, and therefore no Guest will be able to connect to them.

**Being the Guest:**

If the Host used the Direct Host method, the Guest must use the [Direct Guest](#) method specifying the exact IP address and port number of the Host. (The IP address and port number is akin to a telephone number and extension number - if either is in error, the expected connection to the Host will fail).

If the Guest chooses to connect to anyone who might be waiting as a Host in the Find-A-Partner forum, they do so by selecting the name of the Host and pressing the "Connect" button. (The IP address and Port number of the Host are stored in the forum and are not required to be specified by the Guest).

If the Guest attempts to connect to someone who is not (or no longer) waiting as a Host, no connection will be made.

**Reasons For Failure To Connect:**

- Each person waits as the Host. (Analogy: two people waiting to receive a call, but neither is making the call.)
- Each person attempts to connect as a Guest. (Analogy: two people telephoning each other simultaneously, neither is able to receive the other's call.)
- The Guest attempts to connect to a party who is not waiting as a Host. (Analogy: There is no-one there to receive the call.)
- The Guest specifies an incorrect IP address and/or port number. (Analogy: Wrong number, or no such number.)
- A firewall setting is preventing communication. (Analogy: Call Blocking.)

## 6.2 Direct Online Session

A direct session is a private one that has already been agreed between you and your opponent. One of you will be the host, the other the guest.

Whoever is the host will run Cribbage, make or ensure connection to the Internet or LAN, and select "[Direct Host](#)" from the Online Menu. The host will, if necessary, make a note of the host IP address and port number shown in the confirmation dialog box before clicking on "OK".

Unless the host has a fixed IP address which is already known to the guest, the host will need to communicate the host IP address and port number to the guest. This might be via local oral conversation, a phone call, an online instant chat facility, or email.

The guest will then run Cribbage, make a network connection if necessary, and select "[Direct Guest](#)" from the Online Menu. To complete the connection, the guest will enter the host's IP address and port number and click on "Connect".

The host must remain in Cribbage while waiting for the guest to connect, but can continue to play in local (human vs. computer) mode until the connection is made. During the waiting period, a flashing watch will be displayed in the status bar to remind you that you are awaiting a guest connection; you may click on this to stop the waiting process (i.e., to disestablish yourself as a waiting host).

You will be immediately informed when connection occurs. At this point your local game status will be remembered, and will be recovered automatically at the end of your online session.

The alternative to establishing a private session is to take advantage of [Forum Pairing](#), the MeggieSoft Games publicly available player matching facility.

## 6.3 Forum Pairing

Forum Pairing is the alternative to establishing a [direct online session](#).

Forum pairing supports the situation where a user wishes to play an online game, but does not have a prearranged opponent. In this situation, a central forum server facilitates the pairing of hosts and guests.

### Find A Partner

To participate in a forum-arranged game, select the "[Find A Partner](#)" option of the "Online Menu". You will then be connected to the MeggieSoft Games forum server.

The process of finding available hosts takes approximately 15 seconds, after which a list of available playing partners will be displayed. Click on the name of the player you wish to play against, and then click on the connect button.

### Be A Host

If no waiting hosts are available, you may register yourself as an available host by clicking the "Be A Host" button. Your connection details will then be recorded in the forum as an available host for the next person seeking a forum pairing to find. The host list will be redisplayed with your entry in gray as confirmation.

You must remain in Cribbage while waiting for your partner to identify and connect with you, but you can continue to play in local (human vs. computer) mode until the connection is made. During the waiting period, a flashing watch icon will be displayed in the status bar to remind you that you are awaiting a guest connection; you may click on this to stop the waiting process (i.e., to disconnect yourself as a waiting host).

You will be immediately informed when connection occurs. At this point your local game status will be remembered, and will be recovered automatically at the end of your online session.

If you exit Cribbage before an opponent makes contact, your status as a waiting host in the forum will be removed. You may "Be A Host" again when you next go to "Find A Partner".

## 6.4 Online Preference Agreement

For the successful operation of online play between two players, the following Cribbage [deal](#), [rule](#), and [scoring](#) preferences must be in alignment between the two players:

- Rotating Trump Deals
- No-trump Rounds
- Box Dealing
- Simplified Box Rules
- Score By Rounds
- Score All Tricks
- Full Honors
- Partial Honors

The first stage of a guest connection to a waiting host is the exchange of these preference settings. This occurs automatically and invisibly. If the players' settings are found to be the same, the connection process continues. When the game starts, the online preference overrides will be applied to each player's normal (offline) preferences.

If the online preferences are different, the guest will be informed of the specific differences first. If you are the guest, you then have four alternatives:

**Disconnect:** You are not interested and wish to withdraw the connection.

**Adjust:** You intend to issue a counter proposal, but wish to adjust your default alignment preferences before countering. A [preference alignment](#) adjustment window will be displayed with differences between your preferences and the host's preferences highlighted. You may check and uncheck preferences before returning to the notification window. (Any changes made will apply only to this connection.)

**Counter:** You reject the host's preferences and are countering with your own proposed alignment (which may have been adjusted from your alignment defaults, as described above). If your counter proposal is accepted,

your preference alignment settings will be adopted by both players.

**Accept:** You accept the host's preferences. The host's preference alignment settings will be adopted by both players.

If the guest counters, the host will be informed of the specifics, and requested to accept or decline the connection contingent upon the guest's preference alignment settings being adopted by both players.

If the host declines, the guest will be informed of this and the connection process is terminated. As there is only one opportunity to counter per connection attempt, the guest is best advised to accept the host's conditions if they are acceptable, or minimize the differences in the counter proposal so that the host is more likely to find the counter proposal acceptable.

After the preference alignment is agreed, the online game proceeds with the corresponding overrides applied to each player's normal (offline) preferences.

## 6.5 Establishing A Private Forum

**This section is provided for advanced users who wish to establish a private online forum. Please read all content carefully before acting upon it.**

---

### What is a forum?

A forum in the context of MeggieSoft Games is merely a central file area where users can create and access tagfiles as a means to connect with each other.

### What is a tagfile?

A tagfile is a very small file with a filename constructed from data which includes the host user name, their IP address and the port number being monitored.

- When a user selects "Find A Partner", the designated forum is accessed and the user names associated with the tagfiles are listed.
- When a user elects to "Be A Host", a new tag file is created.
- When a user connects to a waiting host, the extension of the tagfile is changed until the connection is accepted. If the host accepts, the tagfile is deleted. If the host declines, the tagfile is renamed back to its original extension.
- When a host user disconnects from the forum without accepting a connection, the tagfile is deleted.
- If a connection is attempted to a host to which a connection cannot be made, the tagfile is deleted.

Thus tagfiles provide a simple, self-cleaning, method of connecting parties together.

### What is a Private Forum?

By default, users seeking online partners will access the central MeggieSoft Games online forum. An alternative to this forum may be created by anyone who wishes to provide a closed forum for members of an association, a company, or any other grouping. All that is required is a central file area provided by the person establishing the private forum. Once this is ready, other users in the group can specify the address of the private forum and select the "use private forum" checkbox in their [Online Preferences](#).

### What is the format of the address?

Private forums may be established as a directory (filefolder) on a file server or an internet (ftp) server.

- If a fileserver is used, the address is simply the full directory name, such as:  
"k:\myfiles\meggieserver".

It is the responsibility of the user group to ensure that any required login/password access and file write permission requirements are catered for locally. The MeggieSoft Games will merely open and use this directory.

- If an ftp server is used, the address must be of the form ftp.<site>/<dirpath>:login:pwd, such as:  
"ftp.mysite.com/games/forum:onplay:letmein".

Be sure that you are comfortable with the server area being accessible by login and password without compromising security to other areas of the ftp site.

### Anything else?

- The server must be able to accommodate reasonably long file names (40-50 characters, typically) as these



will include the user name, IP address, port number, plus some delimiting characters.

- Test the forum access yourself, perhaps with one other user, before declaring the forum open
- Check the forum area for debris from time to time. The MeggieSoft Games forum management technology is designed to be self-cleaning but, as with any generally accessible file area, other content may become deposited there.
- MeggieSoft Games does not provide support to users who have problems accessing private forums. Be sure that your user group knows who to contact if they need access support.

## 7 Online Update

The MeggieSoft Games Online Update feature connects to the MeggieSoft Games website to determine what updates and additional features are available for you to download and install. By using this capability from time to time, you will be able to keep fully up-to-date with the latest releases.

The process is comprised of three steps:

- Connecting to the MeggieSoft Games website
- Downloading the updates and features you select
- Managing the process of installing the updates.

Select a topic:

- [The Connection Process](#)
- [The Retrieve Process](#)
- [The Installation Process](#)
- [Downloaded File Store](#)

### 7.1 The Connection Process

If you are not already connected to the Internet, you will need to press the "Connect" button. This will use your default internet connection method (as defined in your Internet Settings) to connect to the MeggieSoft Games website. If you use a proxy server, this will need to be defined in your Internet Settings (via the Windows Control Panel).

After the connection has been made, or if you were already connected when the Update Manager started, you will need to press the "Start" button. This retrieves the details and file sizes of the latest files available at the website and displays this information. The display indicates the latest version and build numbers available alongside the version you currently have installed (if this is known to the Online Update Manager). A checkbox is placed beside any file that you may wish to download and install. These may be updated versions, or additional files which you are entitled to install but have not yet done so.

If the Update Manager itself has been updated since the version you are using, its own update will take priority and you will be informed of this. After the new installer module and Update Manager have been downloaded, the Update Manager will exit and will be restarted with the updated version.

With respect to speech systems, the default speech system will be Microsoft Text-To-Speech v5 unless you are running Windows 95, in which case Microsoft Text-To-Speech v4 will be the default. If you wish to use another supported speech system (in addition to, or instead of, the default), you will need to download and install it from the MeggieSoft Games website. If you select Text-To-Speech v5 for installation then the MSI file installer will be required if you are using Windows 98 or NT4 and msiexec.exe is not already found to be on your system. This will be automatically downloaded and installed if it is required. (Note that msiexec.exe is a standard part of Windows Me/XP/2000.)

After you have reviewed the information, click on the check boxes of those items that you wish to install. Then press the "Retrieve" button to start the [retrieve process](#) step.

## 7.2 The Retrieve Process

The retrieve process downloads the selected files from the MeggieSoft Games website.

As the selected files are downloaded a progress indicator will be displayed. If more than one file is to be downloaded, you may press the "Skip" button to abandon that file and move to the next. Alternatively, you may press the "Stop" button to abandon the entire retrieve function (skipping the downloads of all remaining selected files). You may then alter your selections before restarting the retrieving function, or you may exit the program.

Occasionally, MeggieSoft Games releases a major update which requires that a full base installation be performed instead of a simple update. The Online Update will detect this condition automatically by comparing your currently installed version with the latest version. If a full installation update is required, you will notice a much larger file size for the first game listed.

When the retrieval process has completed, you will be presented with the "Install" button. Press this to start the [installation process](#) step.

## 7.3 The Installation Process

The installation process runs each of the selected installation files in turn.

If one of the MeggieSoft Games to be updated is running, it will need to be exited before the new version is installed. You may do this yourself when prompted, otherwise the Online Update process will terminate it for you.

## 7.4 Downloaded File Store

Files downloaded by the online update process are placed in the "downloads" subfolder of your MeggieSoft Games filefolder - i.e., the filefolder which you specified when installing MeggieSoft Games programs.

The names given to the files in the download file store are based upon what they contain and the version/build numbers. The higher the number, the later the version.

The prefix to the version/build number is a program code, as follows:

For the games:

- The first two characters of the program code are "cn", "cb", "eu", "gw", "gr", "pn", "pq" and "r5" for Canasta, Cribbage, Euchre & Écarté, German Whist, Gin Rummy, Pinochle & Bezique, Piquet, and Rummy 500, respectively.
- The third character is "f" for full installation, "u" for update installation" and "b" for beta version
- The numeric part is the build number

Thus cbu16001.exe is an update installation for version 16.0 of Cribbage.

For other files, the three character codes for these files:

- upd (Online Update prior to version 3)
- plp (Plus Pack),
- wsp (WinSpeech)
- t4s (Text-To-Speech v4.0)
- t5s (Text-To-Speech v5.1)
- mmv (Mike and Mary Voices)
- msi (MSI file installer)

You may delete these files unless you wish to keep them for reinstallation later. You may review and delete any existing files in your downloaded file store via the "Manage Old Install Files" selection in the [Admin Menu](#). Note that this selection will not be displayed if you have no downloaded files stored.

## 8 Useful Things To Know

The MeggieSoft Games share a number of features to facilitate operational ease and playing realism. A number of the most popular of these are presented in the following sections:

[Assistance and Information](#)  
[Starting and Resuming](#)  
[Mouse and Mousepointers](#)  
[Realism and Sound Effects](#)  
[Visual Customization](#)

### 8.1 Assistance and Information

Each of the MeggieSoft Games includes a wealth of facilities to help you understand and play the game. These include:

**Query button:** To the left of the center of the status bar, clicking on this button will inform you of what you should be doing next. This is equivalent to selecting "[Explain](#)" under the [Assist Menu](#).

**Lightbulb button:** Next to the query button, clicking on this button will result in an examination of your cards with a specific recommendation, i.e., hint, of what the computer opponent (master level) would do in this situation. This is equivalent to selecting "[Suggest](#)" under the Assist Menu.

**Status Bar Displays:** Helpful information regarding the state of play and (depending on the game and selected preferences) the state of your hand.

**Tutorial:** The [tutorial](#) feature is started from the Assist Menu. This will walk-you through as many turns, rounds or games as you wish while providing a visual commentary of what is happening at each step. Your current game in progress will be suspended for the tutorial and resumed when you conclude the tutorial.

**AutoStep:** The [AutoStep](#) feature is started from the [Player Menu](#). This operation permits you to step through the playing of the game with the computer opponent playing your cards for you. When you stop the AutoStep operation, you may resume playing yourself, either from the current state of play, or from where you were before invoking AutoStep.

**Help:** The MeggieSoft Games provide in-depth help documentation regarding how to play the game and how to get the best from the user-interface. The text you are reading is part of the help file.

**User Guide:** The contents of the help file are also included in a printable User Guide in Adobe Acrobat (PDF) format. You will need the free Acrobat reader in order to read and print this User guide.

**Analysis and Review:** Additional facilities under the Assist and [View](#) Menus permit you to review, deduce, and/or analyze various aspects of the play and card distribution of the current round.

### 8.2 Starting and Resuming

When you first start Cribbage, you start with the player name "Player" at Round 1 of Game 1, with the "Start" button showing in the status bar. When you exit, a record is retained of the games and rounds completed. When you next start Cribbage you will, by default, start at the beginning of the round following the last one completed. Thus if you exit halfway through round five, you will be at the beginning of round five when you next start Cribbage.

There are numerous menu option and preference facilities which are available to alter this default behavior. These include:

**Player Names:** If you don't want to be called "Player", select "[Change Players](#)" from the [Player Menu](#) and use the "Add" facility to add a player name of your own. You may then switch to your new player name and, if you wish, remove the record of "Player", again via the "Change Players" menu item. If you have more than one player name defined, see the note regarding multiple players (below).

**Start Button:** If you select "AutoStart - Dealing" from the [Operational Preferences](#), the start button will be bypassed and dealing will commence immediately.

**Multiple Players:** If you have defined more than one player name (perhaps for different family members), you will be asked to choose which player each time that you start Cribbage. However, you may bypass this by selecting "AutoResume" from the Operational Preferences. When selected, Cribbage will always start for the player who last exited Cribbage.

**Restore Game In Progress:** If you want to start each session from exactly where you left off the previous one (that is part way through a round), select "Autostart - Restore" from the Operational Preferences.

**Replaying Games or Rounds:** You may select "[Replay Game](#)" or "[Replay Round](#)" from the [Game Menu](#). Note that these are strict replays - the cards will be dealt as before. If you wish to restart the current game with a fresh shuffle, select "[Restart Fresh Game](#)".

## 8.3 Mouse and Mousepointers

The Meggiesoft Games support both "[Drag and Drop](#)" and "[Point and Click](#)" methods of operation. There is no preference setting required; you can use either method at any time.

With the drag-and-drop mode, the special [mousepointer icons](#) change to provide a visual reminder of where you can drop what is being dragged. You may suppress these mousepointers and use the regular Windows mousepointer icons if you wish. This is done via the [Animation Preferences](#).

All point-and-click operations are effected via single mouse-clicks. Double-clicking has no effect and, even though every effort is made to ignore the second click, may in rare circumstances cause an operational error. You will receive an advisory message if you are double-clicking frequently.

The "AutoMouse" features may be enabled via the [Operational Preferences](#). When selected, these move the mousepointer automatically to where you are most likely to next need it.

## 8.4 Realism and Sound Effects

MeggieSoft Games has invested considerable effort in developing the level of realism included in the game playing experience. However, we are very aware that such a feature to one person is a gimmick to another, so all of these effects are selectable and deselectable as personal preferences:

**Rounded Card Corners:** The majority of computer card games have rectangular cards, or moderately approximated corner rounding. The MeggieSoft Games include proprietary "True Corners" technology which correctly displays cards with rounded corners on every background (even your own custom image files). This preference is set via the [Card Preferences](#).

**Animated Card Movement:** This effect refers to the display of a card moving across the display as it is moved from one place to another. It may be enabled or disabled via the [Animation Preferences](#). When disabled, cards merely disappear from their start position and appear at their end position.

**Animated Card Turning:** This effect is additional to animated card movement and refers to the additional display of a card rotating as it is moved from a face up position to a face down position (or vice versa). It may be enabled or disabled via the [Animation Preferences](#). When disabled, cards instantaneously flip when they reach their end position.

**Card Interleaving:** This effect refers to the sliding of cards in and out of the player's hand between the adjacent

cards. For even more realistic effects, the TrueSlide [Animation Preference](#) may be selected. Because the card interleaving effect is somewhat processor and graphics intensive, it may be disabled via the Animation Preferences. For more information, see the [Card Interleaving](#) section.

**Sound Effects:**

The sounds effects, including those of shuffling and cards being placed, may be suppressed (or changed to a wav file of your choosing) via the [Sound Preferences](#).

## 8.5 Visual Customization

The MeggieSoft Games provide a wide variety of customization options so that you may enjoy playing them in an environment that you find personally pleasing to the eye.

**Table Effect:** If you wish, you may enable/disable the use of a "wallpaper" image for the table display (the outer area). If enabled, you may select an image effect supplied by MeggieSoft Games or select any image file (bmp, wmf, or jpg) from within your own computer files.

**Mat Effect:** If you wish, you may enable/disable the use of a "wallpaper" image for the mat display (the inner area). If enabled, you may select an image effect supplied by MeggieSoft Games or select any image file (bmp, wmf, or jpg) from within your own computer files. The table and mat effects may be enabled/disabled via [Screen Preferences](#).

**Card Back:** If you wish, you may enable/disable the use of a graphic image for the card backs as an alternative to the six built-in designs. This is achieved via the [Card Back Preferences](#). You may select an image effect supplied by MeggieSoft Games or select any image file (bmp, wmf, or jpg) from within your own computer files - a photograph of a loved one, perhaps.

**Colors:** The colors for various parts of the display, including the table and mat if wallpapering is disabled, may be changed and defined via the [Color Preferences](#).

**Font:** The font used for the scoresheet and the status bar may be changed via [Screen Preferences](#).

**Game Score Position:** You may display the game totals in any one of four positions (main title bar, on the table, on the scoresheet, in the status bar) via the Screen Preferences.

**Display Size:** You may alter the display window size to your liking, or maximize it to fill your screen. This is achieved either by selecting one of the preset sizes under Screen Preferences, or by dragging the bottom or side of the window (per normal Microsoft Windows practices). If the MeggieSoft Games mousepointers are operative, you will not see the normal Windows resizing mousepointer icon, but the operation will work without problem if the mouse is positioned at the edge of the window. If you have installed the Plus Pack, there will be three additional card sizes (one smaller and two larger) in addition to the standard size for you to select according to your window size. These are selected via the [Card Preferences](#).

## 9 Miscellaneous Topics

The following topics are included to help you learn more about Cribbage, and enhance your enjoyment of the game:

[Silent Startup](#)  
[Automatic MAPI Email Creation](#)  
[About The Opponent](#)  
[Skill Levels](#)  
[Online Play Protocol](#)  
[How To...](#)  
[Saved Information](#)  
[Increasing Performance](#)  
[Troubleshooting](#)  
[Diagnostic Dump Files](#)  
[Technical Construction](#)  
[Third Party Components](#)

### 9.1 Silent Startup

If you use Cribbage extensively, you may choose to have it startup as a background (sleeping) process when Windows starts.

To do this, you need to add a shortcut to your Windows Startup folder with the following target:

"C:\Program Files\MeggieSoft Games\Cribbage.exe" \S  
(you will need to alter the path accordingly if you installed Cribbage to a different installation filefolder than "C:\Program Files\MeggieSoft Games".)

During Windows startup, you will then see the Cribbage splash screen as Cribbage loads, and then Cribbage will sleep as an icon in your Windows taskbar tray. When you want to play Cribbage, you may then merely click on the tray icon. Cribbage will appear instantly.

If you startup using this method, you should also select the "On Exit:Sleep As Tray Icon" setting in the [Operational Preferences](#) so that Cribbage will return to sleeping in the tray when you exit it. (If you do not do this, Cribbage will exit completely and will undergo a fresh start when you next run it.)

### 9.2 Automation MAPI Email Creation

Cribbage includes the ability to invoke MAPI-compliant email clients automatically.

If you use such a client (popular examples include: Outlook, Outlook Express, Eudora, Thunderbird, AOL version 7.0 and later), selection of the "Email MeggieSoft Games" facility under the [Help menu](#), or the "Create Diagnostic File" facility under the [Admin menu](#), should result in your email client's "compose" window being opened with the Meggiesoft Games email address already included. For the "Create Diagnostic File" facility, the diagnostic file will automatically be attached.

In the case of an unexpected program failure, the email client will be invoked in a similar manner and will also include the detail of the failure as the message text.

If you do not use a MAPI-compliant email client (for example, if you manage your emailings online through your internet browser), or if the automatic MAPI link does not work for any reason, you will need create and send the email by hand, following the alternative instructions that will be displayed.

## 9.3 About The Opponent

The opponent plays automatically after you have taken your turn, or when it is the opponent's turn to start a round.

The opponent skill level may be set at any of six levels from the "[Skill Level](#)" option under [Opponent Preferences](#).

Each level applies different levels of diligence with regard to:

- Selecting discards for the Crib
- Selecting which card to play next
- Scoring available card combinations

The Carefree level selects cards with almost no thought, and misses the majority of available scoring opportunities.

The Champion level applies considerable thought to which cards to discard and play, and never misses a scoring opportunity.

Playing against the lower skill levels is a useful way to practice Cutthroat Cribbage (Muggins), assuming that you have that [Rule Preference](#) enabled.

## 9.4 Skill Levels

Six skill levels are available, in ascending order of difficulty from Carefree to Master. The three higher levels are the most time consuming of the skill levels, and may be frustrating on a slow processor. However, they make for the most challenging game and are relatively hard to beat.

The opponent skill level is set via the [Opponent Preferences](#).

The opponent skill levels differ in their respective thoroughness in analyzing possibilities and opportunities, in particular:

- **Discarding:** The Master and Champion use the [Crib Expectation Tables](#) precisely. The Expert and Standard use the table values rounded to the nearest integer. The Novice and Carefree levels do not use the tables, and therefore take no account of the impact of potential discards upon the crib value .
- **Playing:** The higher the level, the deeper the analysis of which is the best card to play.
- **Scoring:** The Master and Champion do not miss a scoring opportunity. The lower levels will miss a percentage of scoring opportunities as follows: Expert (2%), Standard (7%), Novice (20%), Carefree (96%). If the Cutthroat Cribbage ("Muggins") [rule preference](#) is enabled, the same levels of oversight are applied when the opponent checks the player's actions.

When rounds and games are recorded on the scoreboard, the skill level of the opponent is also saved. If the opponent skill level is changed during a round or game, then the skill level recorded is the highest that was used during the round or game.

## 9.5 Online Play Protocol

This information is provided for users who have some knowledge of online communications protocols and who are interested to learn something about the protocol used within the MeggieSoft Games to manage online play between two computers.

The underlying transport protocol is IP managed by the "msinet.ocx" ActiveX control.

Once communication has been established, the MeggieSoft Games protocol is applied on top of the IP transport protocol, and the "Play Sequence" super protocol is applied on top of the MeggieSoft Games protocol. The current level of the MeggieSoft Games is Level 4. If the connecting users are using different versions of the

protocol, the level employed is the lower of the two levels. (If the level employed is lower than Level 4, many of the following features will not be applied.)

Protocol Level 4 operates as follows:

#### Packet Basics

- The primary packet types are termed "data", "receipt" and "confirmation".
- A "play" packet is a data packet which contains the details of a player's turn (card play), or which contains control data indicating readiness to receive the next play packet.
- Outbound data packets are sequence numbered in a cycle of 1-9.
- Each data packet received is acknowledged by the return of a corresponding receipt packet .
- Each receipt packet received is acknowledged by the return of a corresponding confirmation packet.

#### Duplicate Packets

- All duplicate packets are ignored upon receipt; only the first accepted is processed. Prolific packet duplication is a standard feature of Protocol Level 4 in order to compensate for the receiver not receiving a packet, or ignoring the receipt of a packet if it is otherwise busy or if the packet arrives out of sequence.

#### Partial Packets

- If a partial packet is received, it is not processed until the remainder arrives. (This compensates for the possibility of packets arriving in pieces due to network pathing conditions.)

#### Ignored Packets

- Receipt and confirmation packets are ignored if they do not carry the same packet number as the corresponding data packet.
- A data packet is ignored if it does not carry the next expected packet sequence number. (This compensates for the possibility of packets arriving out of order due to network pathing conditions.)
- The games do not transmit or accept new data packets while awaiting a receipt or confirmation packet, or if actively operating upon the last data packet received.
- Any data packets that are received when the game is not accepting new data are ignored. (However, if a data packet arrives with the next packet number following that of an expected confirmation packet, it is accepted as a confirmation packet before it is ignored. This compensates for the possibility of a lost confirmation packet.)

#### Packet Retransmission

- While awaiting a receipt packet, the data packet transmitter will repeat sending the data packet until the receipt packet is received. This compensates for the packet being ignored (see above) or lost in transit.
- While awaiting a confirmation packet, the receipt packet transmitter will repeat sending the receipt packet until the confirmation packet is received. This compensates for the receipt being ignored (see above) or lost in transit.
- In order not to overload the recipient's capacity to accept retransmission, Protocol Level 4 continuously monitors the round-trip time (data sent - receipt accepted) of the connection and the repeat transmissions of a packet are timed accordingly. Retransmission will occur for sixty seconds, after which time the link will be dropped as non-responsive. (Note that this is not sixty seconds of user inactivity, but sixty seconds of not obtaining the required protocol communication feedback to a data packet or receipt packet.)

#### Play Sequence Super-Protocol

The super protocol protects against any possibility of a communication gridlock due to play packet collision (each sends a play packet simultaneously) or premature play transmission (one sends a second play packet before the other has fully processed the previous play packet).

- When one side is ready to accept the other's card play (i.e., it is "waiting for opponent"), it sends a "positive" play control packet indicating that it is ready.
- The other then sends its play detail packet when the player completes their turn. When it receives the receipt for this packet, it temporarily suspends all further outbound data packet transmission.
- The recipient of the play detail packet will then send a second "negative" play control packet (indicating that the recipient has started processing the play packet, and will not accept another play packet until it indicates that it is ready to do so).
- When it receives the "negative" play control packet, the sender of the play packet will remove its suspension on outbound transmissions. However, it will not transmit another play packet until it receives a "positive" play control packet indicating that the other party is ready to accept a play packet ("waiting for opponent").

The testing for Protocol Level 4 is performed on a connection with a very fast round trip time (less than 2 milliseconds on average) for a non-stop series of over 500 online games without failure. The testing procedure



uses AutoPilot on each side, so that the user responses when taking a turn are significantly faster than under human player conditions. Moreover, in test mode, each side completely ignores 7% of inbound packets in order to simulate a high-level of corruption or loss in transit.

## 9.6 How To ...

### How to save personal preferences

All options changed via [preference settings](#) are saved when the "Save Preferences" option at the bottom of the Preferences window is checked.

### How to recover a reset scoreboard

Scoreboards are only permanently saved when you select "[Save Scoreboard](#)", or when you respond "Yes" when exiting Cribbage or changing players. If you have reset your scoreboard and would have preferred not to have done so, just exit Cribbage and respond "No" to the prompt "Save updated scoreboard...?" When you restart Cribbage, your previous scoreboard will be active.

### How to start Cribbage for a specific player

Cribbage supports Windows file associations. If you know how to associate a file extension with a program, you may associate the extension "cbs" (scoreboard files) with "cribbage.exe". You may then create a shortcut for each player's cbs file and have Cribbage start automatically for that player. You might put these shortcuts on the desktop.

## 9.7 Saved Information

Registration and preference information is saved between Cribbage sessions in the Registry.

### Registration

If you are a registered user, your name and encoded registration are stored.

### AutoResume

When [AutoResume](#) is active, the name of the last player is maintained. Thus AutoResume always recovers the state that it was when the previous session exited.

### Personal Preferences

The preference settings for each player are saved separately. For example, Jane's options will be saved in the section named "Jane".

### Personal Scoreboards

Each player's scoreboard is saved in the Cribbage directory as xxxxxx.cbs, where xxxxxx is the player's name. Cribbage considers a player to be currently defined by whether a scoreboard file exists for the player, irrespective of whether options are saved for that player. An empty scoreboard file is created for a player when their name is added via the "Add Player" menu option. If [AutoRestore](#) is enabled, the state of the game in progress is saved as xxxxxx.cbk.

To clear the scoreboard completely, use the "[Reset Scoreboard](#)" option of the [Player Menu](#).

## 9.8 Increasing Performance

Cribbage includes Preference options that are intensive of graphics processing. You should select these if you want more realism, but deselect them if graphics performance suffers unacceptably. These options are:

- True Corners
- Card Dragging
- "Place Card" Sound Effect.

- Animation
- Table Effect and Mat Effect
- Staggered Hand

If the speed of the deal is the only aspect that you find frustrating, consider using the "Quick Deal" or "Quiet Deal" under [Dealing Preferences](#). Also, consider selecting the "Quick Display" option under [Opponent Preferences](#) if the opponent is too slow for your liking. This will remove the 0.4 second delay between the opponent's actions.

## 9.9 Troubleshooting

Most problems encountered are a result of one of the following:

- Graphics driver conflict, usually manifested by the system freezing or by the display of white cards. Check that you have the latest drivers from your graphics card manufacturer. Otherwise configure your system to use a graphics setting with fewer colors (256 or 16), reduce the intensity of acceleration effects (via the System Control Panel), or disable [Table Effect and Mat Effect](#), [Animation](#), and perhaps [Custom Cardback](#), if you have these selected.
- Corrupt scoreboard file. Under the "[Change Players](#)" option of the [Game Menu](#), remove the player for whom the problem occurs and re-add. Alternatively, exit Cribbage and delete the corresponding xxxxxx.cbs and xxxxxx.cbk files from the directory where Cribbage resides and then re-add the player from within Cribbage.

If all else fails, delete the directory where Cribbage resides, and reinstall. If the problem persists, you may need to create a [diagnostic dump file](#) for analysis by MeggieSoft Games.

## 9.10 Diagnostic Dump Files

Occasionally there is a fault with Cribbage, or its interaction with a particular system configuration, which requires in-depth analysis to resolve.

If you report such a problem to MeggieSoft Games, you may be requested to provide this file, which contains all the preference and other data required to exactly replicate your playing conditions.

In order to create such a file, select the Create Diagnostic File option under the [Admin menu](#). The file will be created with the name "cribdia.txt" and will be found in your MeggieSoft Games filefolder (default is C:\Program Files\MeggieSoft Games). Please then send the file as an email attachment in your reply to MeggieSoft Games.

A similar file is generally created when Cribbage is terminated abruptly by the system (e.g., via the Windows Task Manager or a reboot).. In this case the file name is msgdump.txt. Again, MeggieSoft Games will need to receive this file in order to swiftly examine and resolve any problems.

## 9.11 Technical Construction

Cribbage is programmed in Microsoft Visual Basic, Version 6.

Cribbage works from a bitmap of all the card images and makes extensive use of the Windows API BitBlt function. Because of this, Cribbage is fast, but consumes some RAM and GDI resources. Alternative methods of managing the user interface proved to be more processor intensive and less conducive to fluid play. The trade-off was made for performance at the cost of resource consumption.

## 9.12 Third Party Components

Although Cribbage does not use a dll for card drawing (for performance reasons), Stephen Murphy's excellent freeware "qcard.dll" was used to create the bitmaps which Cribbage uses. The card back designs included in qcard.dll were created by Daniel Di Bacco. Acknowledgments are extended to each of them.

The Cribbage help system was created using Firas Bushnaq's powerful "Visual Help".

Visual Help is a shareware product licensed by the author.

The "Speak-To-Me" feature uses PC WholeWare's WinSpeech technology, which has been licensed by MeggieSoft Games.

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