# Card Games User Manual

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# Contents

1. Introduction
1.1 Startup1
1.2 Main Screen
1.3 Menu Button
1.4 Game List Dialog6
1.5 Setting Menu9
1.6 Help Dialog9
2. Game Dialog 10
2.1 Customizing Levels
2.2 Demonstration 11
2.3 Loading Rules
3. Information Dialog 13
3.1 Rules Dialog13
3.2 Statistics Dialog
3.3 Game Log Dialog14
4. Camera Dialog16
4.1 Camera Dialog 16
4.2 Hand Dialog 18
5. Replay Mode
5.1 Replay Mode
5.2 Replay Mode in Solitaire
6. Options Dialog23
6.1 Rules Options
6.2 Game Options
6.3 Graphics Options
6.4 Sound Options
6.5 System Options
6.6 Network Options
6.7 Language Options
6.8 Information
6.9 Reset Dialog
7. Multiplayer Games
7.1 Multiplayer Settings
7.2 Multiplayer Games over Online

7.3 Multiplayer Games over TCP/IP	42
7.4 Multiplayer Games over Bluetooth®	46
7.5 Multiplayer Mode	50
7.6 Resuming	51
7.7 Rematching	51
8. Common Options	52
8.1 Sorting Hand	53
8.2 Rearranging Hand	53
8.3 Hand Monitor	54
8.4 Net Level	54
9. Solitaire	55
Android	56
Software License	

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## 1. Introduction

#### 1.1 Startup

Card Games is an application designed for classic card games. When launching the application for the first time, a Software License dialog is displayed (Fig. 1-1). If you agree, press the Accept button. If you do not agree, press the Decline button. The application will close when the Decline button is pressed.



Figure 1-1 Software License Dialog

The application displays advertisements. To ensure GDPR compliance, an advertising company may present the following dialog (Fig. 1-2).



Figure 1-2 GDPR dialog of Admob on Android OS  $\,$ 

A dialog box is used to configure settings or confirm information (Fig. 1-3). The dialog has a title bar. The dialog can be relocated by dragging the title bar. Additionally, when two or more dialogs are open, pressing the title bar brings them to the forefront. If the content of the dialog extends beyond the default area, a scroll bar may appear. In such cases, the concealed content can be viewed by dragging the scroll bar or the content area.



Figure 1-3 Dialog Box

Some dialogs have a minimize button in the upper right corner (Fig. 1-4). The dialog can be minimized by pressing the button.



Figure 1-4 Minimize Button

#### 1.2 Main Screen

Upon launching the application, the following screen is displayed. There is a menu button in the upper right corner of the screen. You can expand the menu by pressing the button and close it by pressing it again. If the application is launched for the first time, the Game List dialog is displayed.

	Game List		*	h	
	Games Solitai	ire	Online		
	Crazy Lights	Players	Favorite		
	Euchre	2 - 4	*		
	🔿 Fan Tan	2 - 7	*		
lest	Hearts	4	*	5	E.
5	─ Klaberjass	2	*		<b>2</b>
	◯ Spades	4	*		
	Spite and Malice	2 - 4	*		
	Play	Close			

- ① Status Bar
- 2 Title Bar
- ③ Menu Button (<u>See 1.3</u>)

- ④ Game List Button (See 1.4)
- (5) Game List Dialog (<u>See 1.4</u>)
- 6 Help Button (See 1.6)

#### 1.3 Menu Button



#### 1.3.1 Restart Button



Pressing the Restart button ends the current game in the middle of play and starts a new game.

## 1.3.2 Options Button



Pressing the Options button displays the Options dialog (Fig. 1-5). The Options dialog allows you to change settings. (See Chapter 6 Options Dialog)



Figure 1-5 Options Dialog

## 1.3.3 Information Button



Pressing the Information button displays the Information dialog (Fig. 1-6). You can check rules, statistics, and logs in the dialog. (See Chapter 3 Information Dialog)

Hearts
Information
Rules
Statistics
Game Log
Close
?

Figure 1-6 Information Dialog

#### 1.3.4 Multiplayer Button



Pressing the Multiplayer button displays the Multiplayer dialog. You can play multiplayer games against other players on a computer network. (See Chapter 7 Multiplayer Games)

#### 1.3.5 Camera Button



Pressing the Camera button displays the Camera dialog (Fig. 1-7). You can change camera settings in the dialog. (<u>See Chapter 4 Camera Dialog</u>)



Figure 1-7 Camera Dialog

## 1.3.6 Game Button



Pressing the Game button displays the Game dialog (Fig. 1-8). You can change the number of players, variants, and computer levels in the dialog. (See Chapter 2 Game Dialog)



Figure 1-8 Game Dialog

#### 1.3.7 Quit Button



Pressing the Quit button closes the application.

## 1.4 Game List Dialog

Hearts	alle service and the service of the			(1 - J)						
8	Game List					$\mathcal{D}$				
	Games	Solitaire		Online						
(2)	Name	Ð	Players	Favorite						
	🔿 Canasta		2 - 4	**						÷
(3)	Concentrat	ion	2 - 10	***						Î
_	Crazy Eigh	ts	2 - 8	* Co	oncentrati	on				1
Wes	O Euchre		2 - 4	*	) 1	2	3	4	5	
	🔿 Fan Tan		2 - 7	*	* *	**	***	****	*****	
	Hearts		4	*		Clo	se			
	- Klahariace		2			G	3			
	Play	/	Close				ע			
	4		5							?

Figure 1-9 Game List Dialog

## ① Game List Button

The Game List dialog is displayed by pressing the Game List button.

## 2 List Header

Items in the list are sorted by pressing the header.

## 3 List Data

A list of games is displayed. The column labeled "Name" shows the name of each game, and the "Players" column indicates the number of players required for each game. Select an item from the list to change the current game.

## ④ Play Button

The current game is changed to the selected game by pressing the Play button.

#### (5) Close Button

The Game List dialog is closed by pressing the Close button.

## 6 Favorite Level Dialog

The Favorite Level dialog is displayed by pressing an item in the Favorite column. You can set your favorite level between zero and five.

## ⑦ Favorite Button

When the Favorite button in the top right corner is enabled, items that are not favorites are hidden (Fig. 1-10).

Game List			Press
Games	Solitaire	Online	
Name	Players	Favorite	
Canasta	2 - 4	**	Y
Concentration	2 - 10	***	
Crazy Eights	2 - 8	*	ſ
O Euchre	2 - 4	*	
🔿 Fan Tan	2 - 7	*	
O Hearts	4	*	
Klahariace	2		
Play	Close		
			(?)
Game List		<b>@</b> 4	Press
Game List	· · · · ·		Press
Games	Solitaire	Online	
Name Canasta	Players	Favorite	
Canada	2 4		
() Concentration	2 - 10		
Concentration	2 - 10	***	
	2 - 10	***	R
Concentration	2 - 10	***	EX
Concentration	2 - 10	***	Ę
Concentration	2 - 10	***	
Concentration	2 - 10		Ę
Concentration	2 - 10 Close		
	Game List  Games  Canasta  Concentration  Crazy Eights  Euchre  Fan Tan  Hearts  Klaborises  Play  Game List  Games  Name  Canasta	Game List       Solitaire         Name       Players         Canasta       2 - 4         Concentration       2 - 10         Crazy Eights       2 - 8         Euchre       2 - 4         Fan Tan       2 - 7         Hearts       4         Klaborizee       2         Play       Close         Game List       Solitaire         Name       Players         Canasta       2 - 4	Game List         Online         Name       Players       Favorite         O Canasta       2 - 4       **         O Concentration       2 - 10       ***         O Concentration       2 - 4       *         O Euchre       2 - 4       *         O Fan Tan       2 - 7       *         O Hearts       4       *         Valabarizes       2       *         Play       Close       *         Game List       *       *         Canasta       2 - 4       **

Figure 1-10 Favorite Button

#### **⑧** Game Buttons

There are three buttons available: Games, Solitaire, and Online. The Games button displays competitive games, and the Solitaire button displays solitaires. The Online Status dialog is displayed by pressing the Online button (Fig. 1-11). The dialog shows the current status of multiplayer games. The column labeled "Connecting" indicates the number of players waiting for connections from clients. The current game is changed by pressing the Play button. (See Chapter 7 Multiplayer Games)

Hearts				
	Game List		1	
	Games	Solitaire	Online	
	Nam	e F	Players Favorite	
	Online Stat	us		W
	0	Name	Connecting	
	Canast	a	0	
West	O Concer	ntration	0	East
	Play		lose	
			Jose	
		y C	Jose	2
and a second second second				
Hearts		North		
	Multiplayer		X	
	Friends or Fam	ily		Y
	Onlin	е	$\sim$	
<b>H</b>	Worldwide			
Me	Onlin	е	$\sim$	
	OK		lose	
				2

Figure 1-11 Online Status Dialog

## 1.5 Setting Menu

A shortcut menu is available at the center (Fig. 1-12).



Figure 1-12 Setting Menu

## 1.6 Help Dialog

The Help dialog is displayed by pressing the Help button (Fig. 1-13).

Hearts			
	Help		
	Hearts		
	How to Play	View	
	Options	View	W
	Card Games		
	User Manual	View	
West	Game Guide	View	Last
	Explanatory Video	View	
	Homepage		
	http://www.goodsoft.biz/	View	
	Close		
			?

Figure 1-13 Help Dialog

## 2. Game Dialog

You can change the number of players, variants, and computer levels in the Game dialog (Fig. 2-1). The dialog varies depending on the current game, and the difficulty is saved for each variant.

Crazy E	ights								
2	2	2	2	2					
	њуш о				Game		oad		
F	Naver 5		Player 6		Players				
	Auguru Came Load Player 5 Player 6 6 Variants Special Variants Difficulty Difficulty 2 V	<b>. .</b>							
					Variants				
					Special		~		Skip J
					Difficulty				Draw 2 K
					Difficulty 2		~		
					ок	Cancel			
									?

Figure 2-1 Game Dialog

## 2.1 Customizing Levels

The computer levels are displayed in the west, north, and east areas (Fig. 2-2). Lower levels represent weaker opponents, while higher levels represent stronger ones. The "?" level is a random level that changes for each play. For example, if there are 1 to 5 levels in a game, one of the levels from 1 to 5 is randomly selected. When the Difficulty item is set to Custom, the level areas can be pressed. Pressing the level area displays the Level Dialog, where you can change levels.



Figure 2-2 Customizing Levels

If the number of players is five or more, it is displayed in the upper left (Fig. 2-3).



Figure 2-3 Customizing Levels 2

## 2.2 Demonstration

If the Difficulty item is set to Demonstration, the south player becomes a computer player, and the game is played automatically (Fig. 2-4).

Hearts	?		B
	Game	Load	
	Difficulty		
?	Demonstration		?
	V Demonstration		
	Difficulty 1 Easy		
	Difficulty 2		
	Difficulty 3		?

Figure 2-4 Demonstration

## 2.3 Loading Rules

You can load custom rules by pressing the Load button (Fig. 2-5). (See Chapter 6.1 Rules Options)



Figure 2-5 Loading Rules

# 3. Information Dialog

The Information dialog includes the Rules, Statistics, and Game Log items (Fig. 3-1).

Hearts	North	
	Information	8
	Rules	
	Statistics	
	Game Log	
	Close	
		?

Figure 3-1 Information Dialog

## 3.1 Rules Dialog

The Rules dialog displays the rules of the current game (Fig. 3-2).

Hearts			
	Rules		
	End of the Game	Points	-
	Points	100	
	Deals	12	
	First Trick	Whoever has the 2 of clubs	
Mest	Passing Cards	Left - Right - Opposite - None	East
	Breaking Hearts	Disabled	
	Omnibus	Disabled	
	Penalty Cards to the First Trick	Players cannot play a penalty card to the first trick	
		Close	
			?

Figure 3-2 Rules Dialog

## 3.2 Statistics Dialog

The Statistics dialog presents statistics for the current game (Fig. 3-3). It includes the total number of games, the count of wins, and the percentage of wins for each difficulty level. If a game has variants, you can potentially change them by pressing tabs at the top. The Rank dialog is accessed by pressing a row in the list.

Two Three	Three Euchre		Call-Ace	Pre	ss			
11-11-11-11-11-11-11-11-11-11-11-11-11-		Total	Wins	Rate		Nessenation of		
Difficult	y 1	23	18	78%	Difficult			
Difficult	y 2	27	17	62%	Bank	Total	Pata	
Difficult	y 3	50	23	46%		23	46%	
Difficult	у 🔁		5	23%	2	27	54%	
Difficult	y P	Press	6	46%				
Rando	m	14	6	42%		Close		
Custo	m	17	8	47%	•//			
Netwo	rk	0	0	0%				

Figure 3-3 Statistics Dialog

Ties do not count as wins, and games restarted using the Restart button are not recorded in the statistics.

## 3.3 Game Log Dialog

The Game Log dialog shows the result of the current game (Fig. 3-4).

Hearts		
	Game Log	
	01/01/2024 17:54 3	
	01/01/2024 17:23 2	
	01/01/2024 17:12 2	
	01/01/2024 17:04	
West	01/01/2024 16:55 1	
	01/01/2024 16:43 2	
	01/01/2024 16:30 2	
	Load	0
		9

Figure 3-4 Game Log Dialog

By pressing an item in the Game Log dialog, the Result dialog is displayed (Fig. 3-5). The Result dialog has the score, and you can watch the game replay by pressing the Replay button (Fig. 3-6).

(See Chapter 5).

rts	installigation of the strategy of the	Noth	SPECIAL SPECIA
Game Log			
01/01/2024 17:54	3	01/01/2024 17:04	
01/01/2024 17:23	2	Name Total Rank	
01/01/2024 17:12	2	S Player 56 🦞	
01/01/2024 17:04	<b>V</b>	W West 92 3	
01/01/2024 16:55	1	P N North 61 2	
01/01/2024 16:43	2	E East 103 4	
01/01/2024 16:30	2	Replay Save Close	
Load C	lose	Replay Mode	

Figure 3-5 Result Dialog



Figure 3-6 Replay Mode

## 4. Camera Dialog

The Camera dialog includes the Camera and Hand items (Fig. 4-1).



Figure 4-1 Camera Dialog

## 4.1 Camera Dialog

In the Camera dialog, you can adjust a camera in the game space (Fig. 4-2). The camera settings are reset by pressing the Reset button.

(Noth)	
Camera	
Zoom	
Angle	
Depth	
Side	
Multiple Camera	
Reset	Close
	?

Figure 4-2 Camera Dialog 2





#### • Depth





## $\cdot$ Multiple Camera

If the Multiple Cameras option is enabled, you can use multiple cameras (Fig. 4-3). Cameras are added by pressing the Add button and deleted by pressing the Delete button. You can switch between the cameras using the number buttons at the bottom right.



Figure 4-3 Multiple Camera

## 4.2 Hand Dialog

In the Hand dialog, you can adjust the position and size of your hand (Fig. 4-4). The settings are reset by pressing the Reset button.

Hearts	North	
	Hand	
	Size	
		6
	Width	
	Height	
_	Side	
Wes		Fast
	Fan Angle	
	Fan Height	
	Reset Close	
		?)

Figure 4-4 Hand Dialog

 $\boldsymbol{\cdot} \operatorname{Size}$ 



• Width



• Height



• Side



 $\cdot$  Fan Angle



• Fan Height



## 5. Replay Mode

#### 5.1 Replay Mode

The current game switches to the replay mode by pressing the Replay button in the Result dialog of the Game Log. (See 3.3 Game Log Dialog)



Figure 5-1 Replay Mode

- ① Exit Button
- ② Date Text
- ③ Back Button

- ④ Pause/Resume Button
- 5 Fast Forward Button
- 6 Next Button

The Date Text displays the date a play was recorded. You can stop and resume a replay by pressing the Pause/Resume button. A replay is fast forwarded by pressing and holding the Fast Forward button. It moves to the previous checkpoint with the Back button and to the next checkpoint with the Next button. The replay mode ends by pressing the Exit button. In the replay mode, there are some differences compared to the main mode.

• The Multiplayer button is disabled.



• You cannot change rules and cannot reset settings.



• Rules in the Rules dialog are changed to the rules of a replay.



• A value in the Game dialog is changed to the value of a replay.



• A replay is reset by pressing the Restart button.



#### 5.2 Replay Mode in Solitaire



Figure 5-2 Replay Mode in Solitaire

- ① Exit Button
- ② Date Text
- ③ Back Button
- ④ Back Button(One Undo)

- <sup>(5)</sup> Pause/Resume Button
- ⑥ Next Button(One Step)
- 0 Next Button
- (8) Menu Button(Hide/Show)

## 6. Options Dialog

The Options dialog contains the following items (Fig. 6-1): Rules, Game, Graphics, Sound, System, Network, Language, Information, and Reset. Settings under Rules, Game, and Graphics are applied to each game, while settings under the other items are shared across all games.

![](_page_25_Figure_2.jpeg)

Figure 6-1 Options Dialog

#### 6.1 Rules Options

The Rules options are specific each game. (<u>See Chapter 8 Common Options</u>)

You can save and restore custom rules by pressing the Save and Load button (Fig. 6-2 and 6-3). The Rule Name dialog appears by pressing the Save button. Enter a rule name and press Save. The Load dialog appears by pressing the Load button. Select a rule name and press Load.

![](_page_25_Picture_7.jpeg)

Figure 6-2 Saving rules

Rules Save Load	
Rules	
Load	
Current Settings	
Default Settings	
Load Cancel	
Penalty Gards to Players cannot play a	
OK Cancel	
	1

Figure 6-3 Loading rules

You can update custom rules by pressing the Update buttons and delete them by pressing the Delete buttons (Fig. 6-4). If you want to modify custom rules, change the settings and press the Update button (Fig. 6-5).

Hearts	Rules	Save Load
	Rules	
	End of the Game Points	
	Load	
	Current Settings	
	Default Settings	
Me	🖉 🖲 Update 🔶	Delete
	E Load Car	ncel
	Penalty Cards to Players cannot o	nlav a
	OKCa	incel

Figure 6-4 Updating and Deleting rules

		Rules		Save	Load	
		Rules		_		-
		End	of the Game	Points	$\sim$	
	<b>E</b>		Points	100		-
	Edit Rule Name		eals	12		
5	Custom Rule		Trick	Whoever has the clubs	Change	
Me	Update	Cancel	ig Cards	Left - Right - Opposite - None		ast
			ig Hearts	Disabled		
		c	Omnibus	Disabled		
		- Pena	Ity Cards to	Blavors cannot play a		
			ок	Cancel		
						?

Figure 6-5 Updating rules

## 6.2 Game Options

The Game options are specific to each game. (See Chapter 8 Common Options)

#### 6.3 Graphics Options

In the Graphics options, you can change card images, a floor texture, a table model and spotlights (Fig. 6-6). If the settings are changed, the message area of the header becomes "Custom". The settings are reset by pressing the Reset button.

![](_page_27_Picture_4.jpeg)

Figure 6-6 Graphics Dialog

The Card Front dialog allows you to change the front images and rank characters of cards (Fig. 6-7).

![](_page_27_Picture_7.jpeg)

Figure 6-7 Card Front Dialog

## 6.4 Sound Options

You can configure sound effects and background music in the Sound dialog (Fig. 6-8). The volume is adjusted by sliding the volume bar, and the sound is muted by pressing the Mute button.

![](_page_28_Picture_2.jpeg)

Figure 6-8 Sound Dialog

Pressing the button to the right of the Background Music opens the Background Music dialog, where you can change the background music (Fig. 6-9).

![](_page_28_Figure_5.jpeg)

Figure 6-9 Background Music Dialog

## 6.5 System Options

Player Name	
Player Name	Set the names of players. If left empty, the default values
AI Name	are used.
Showing Names	Sets whether to display player names.
Font Size	Adjusts the font size of player names.
Screen	
Screen Orientation	Sets the screen orientation. If Auto is set, it is determined
	automatically.
Full Screen	Enables or disables full-screen mode.
Status Bar	Sets whether to show the status bar.
Title Bar	Sets whether to show the title bar.
Help Button	Sets whether to show the Help button.
Setting Menu	Sets whether to show the setting menu.
Button Size	Sets the size of the Menu button, Game List button,
	Replay button, etc.
Menu Size	Sets the size of the expanded menu.
Graphics Quality	Sets the graphics quality. The quality increases in the
	order of Very Low, Low, Medium, High, Very High, and
	Ultra. If the application is unstable, lowering this value
	may improve its performance.
Frame Rate	Sets the frame rate. When "Display refresh rate" is
	selected, the application utilizes the display's maximum
	refresh rate for full performance. When "Half of the
	display refresh rate" is selected, the application runs at
	half of the maximum refresh rate.
Game	1
Graphics	Configures graphics settings applied to all games.
	( <u>See 6.3</u> )
Message Size	Sets the message size of games (Fig. 6-10).
Popup Message Time	Sets the duration for which a popup message is displayed.
Inverted North Card	Enables or disables upside-down cards for the north
	player (Fig. 6-11).
Victory Effect	Enables or disables victory effects when winning a game.
Animation	

Animation Speed	Sets the animation speed of games. Animation Rate is	
	customizable if set to Custom.	
Animation Rate	Adjusts the animation speed rate as the percentage of	
	medium speed (100%). The higher the value, the slower it	
	is.	
Message Speed	Sets the message speed in milliseconds.	
Deal Speed	Sets the animation speed of dealing cards. No animation	
	if set to zero.	
Number of Shuffles	Sets the number of shuffle animations. No animation if set	
	to zero.	
Trick Speed	Used in trick-taking games, sets the waiting time at the	
	end of a trick in milliseconds. Disabled if Automatic Card	
	Flipping is off.	
Control		
Swiping Up/Down		
Swiping Left/Right	( <u>See 6.5.1)</u>	
Pinching In/Out		
Hand Control		
Swiping Up/Down		
Swiping Left/Right	( <u>See 6.5.1)</u>	
Pinching In/Out		

![](_page_30_Picture_1.jpeg)

Figure 6-10 Message Size

![](_page_30_Picture_3.jpeg)

Figure 6-11 Inverted North Card

#### 6.5.1 Control / Hand Control

The Control option binds gestures to the game camera (Fig. 6-12). There are three gestures: Swiping Up/Down, Swiping Left/Right, and Pinching In/Out. If "Disabled" is selected in the option, this does not work. The Hand Control option binds the gestures to your hand. When you make the gesture on your hand, the settings of the Hand Control have priority.

Hearts		
	System	
	Trick Speed 1000 ms	
	Control	
	Swiping Up/Down Changing Depth 🗸	
	Swiping Left/Right Changing Side	
	Pinching In/Out Changing Zoom	
	Hand Control	
J	Swiping Up/Down Disabled	
	Swiping Left/Right Changing Side	
	Pinching In/Out Changing Width 🗸	
	OK Cancel	
		la de la composition

Figure 6-12 Control / Hand Control

## **Recommended Settings**

#### Control

Swiping Up/Down	Changing Angle, Changing Depth, Changing Zoom
Swiping Left/Right	Changing Angle, Changing Side, Changing Zoom
Pinching In/Out	Changing Angle, Changing Zoom

#### Hand Control

Swiping Up/Down	Changing Width, Changing Height, Changing Fan Angle
Swiping Left/Right	Changing Width, Changing Side, Changing Fan Angle
Pinching In/Out	Changing Width, Changing Fan Angle

## Setting Examples

#### Control Example 1

Swiping Up/Down	Changing Depth	
Swiping Left/Right	Changing Angle	
Pinching In/Out	Changing Zoom	

## Control Example 2

Swiping Up/Down	Changing Depth
Swiping Left/Right	Changing Side
Pinching In/Out	Changing Zoom

## Control Example 3

Swiping Up/Down	Changing Depth
Swiping Left/Right	Changing Side
Pinching In/Out	Changing Angle

## Hand Control Example 1

Swiping Up/Down	Changing Height
Swiping Left/Right	Changing Side
Pinching In/Out	Changing Width

## Hand Control Example 2

Swiping Up/Down	Disabled
Swiping Left/Right	Changing Side
Pinching In/Out	Changing Width

#### Hand Control Example 3

Swiping Up/Down	Disabled
Swiping Left/Right	Changing Width
Pinching In/Out	Changing Fan Angle

#### 6.6 Network Options

Network		
Player Name	Sets the name used in multiplayer games.	
Chat Size	Sets the maximum size of chat history.	
Bluetooth		
Confirm Dialog	Sets whether to display a confirmation dialog when	
	enabling Bluetooth.	
Discoverable Time	Sets the discoverable time of the device on the server side.	
	The discoverable time is the limit when the server device	
	is detected by client devices. This option has durations of	
	120, 180, 240, 300 seconds, Unlimited, and Disabled. If	
	Unlimited is selected, there is no time limit, but there is a	
	security risk. If Disabled is selected, the device is not	
	discoverable to other devices.	
TCP/IP		
Port	Sets the port number on the server side.	

#### 6.7 Language Options

The Language options allow you to set the system language of the application.

## 6.8 Information

The Information Dialog displays information about the application (Fig. 6-13).

![](_page_33_Figure_6.jpeg)

Figure 6-13 Information Dialog

## 6.9 Reset Dialog

In the Reset dialog, you can reset settings by selecting the items you want to reset and pressing the Reset button (Fig. 6-14). If Initialization is selected, all settings and data will be deleted.

	Reset	
	Applied to this game	
	Rule Settings	
	Game Settings	•
	User Interface	
<b>1</b>	Custom Rules	
Me	Statistics	
	Game Log	
	Applied to all the games	
	Svstem Settinas	
	Reset Cancel	-
		?

Figure 6-14 Reset Dialog

Applied to each game				
Rule Settings	Rule settings			
Game Settings	Game settings			
User Interface	Camera settings and Graphics settings			
Custom Rules	custom rules			
Statistics	statistics			
Game Log	log data			
Applied to all the games				
System Settings	System settings			
Network Settings	Network settings			
Language Settings	Language settings			
System Data	• music settings			
	• settings of the Game List dialog			
$\cdot$ an id and password used in the Multiplayer Dialog				
All Game Logs	log data of all games			
Initialization				
Initialization	Complete reset, clearing all settings and data.			

## 7. Multiplayer Games

The Multiplayer dialog allows you to play games with other people over a computer network (Fig. 7-1). The dialog operates in two modes: Private mode for playing with family and friends, and Worldwide mode for connecting with people around the world. The available networks include Online, TCP/IP, and Bluetooth. Multiplayer games are implemented using a client-server system comprising one server and one or more clients.

Hearts				North			
		Multip	olayer				
		Friend	is or Family Online		~	Press	
st	Check	World	vide				
× ·			Online		Multip	layer	
			ОК	Close	Friends	or Family Online	~
					Worldv	Bluetooth®	
						TCP/IP	
						V Online	

Figure 7-1 Multiplayer Dialog

## $\boldsymbol{\cdot} \text{ Online }$

Online is a method of sending and receiving data via an online server on the Internet (Fig. 7-2). It supports both Private mode and Worldwide mode.

![](_page_35_Figure_6.jpeg)

Figure 7-2 Online System

## • TCP/IP

TCP/IP is a method of sending and receiving data using the TCP/IP protocol (Fig. 7-3). It only supports Private mode.

![](_page_35_Figure_10.jpeg)

Figure 7-3 TCP/IP

#### $\boldsymbol{\cdot} \ Blue to oth \mathbb{R}$

Bluetooth is a method of sending and receiving data using the Bluetooth feature of devices (Fig. 7-4). It only supports Private mode.

![](_page_36_Figure_2.jpeg)

Figure 7-4 Bluetooth

## 7.1 Multiplayer Settings

When setting up a multiplayer game, the following dialog is displayed on the server side (Fig. 7-5).

Hearts	North	
	Online System	E
	Time Limit min	
	Spectators 🗸	
Vest	Chat Button	East
	Shuffle Seats	
	OK Cancel	
		?

Figure 7-5 Multiplayer Settings Dialog

## Time Limit

You can set a time limit with the Time Limit option. A player who exceeds the time limit loses. This value is set in minutes (Fig. 7-6).

![](_page_36_Picture_10.jpeg)

Figure 7-6 Time Limit

#### Spectators

If the Spectators option is checked, it allows non-players to watch a game (Fig. 7-7). To watch a game, connect to the server while playing it.

![](_page_37_Picture_2.jpeg)

Figure 7-7 Spectators

## Chat

If the Chat option is checked, the Chat button appears (Fig. 7-8). The Chat dialog is displayed by pressing the Chat button. You can chat with other players through the Chat dialog. Chat history is displayed by pressing the History button in the Chat dialog.

![](_page_37_Picture_6.jpeg)

Figure 7-8 Chat Button

#### Shuffle Seats

If the Shuffle Seats option is checked, the seats of players are shuffled when a game is rematched. This option is not displayed in the Worldwide mode because the Worldwide mode does not allow seat selection.

## 7.2 Multiplayer Games over Online

Follow these steps to play multiplayer games over Online. The online feature uses port 14438 on TCP. If a firewall or security software is installed on a device, connections may be blocked.

		Server	Clients	
1	Select "Online" in the Worldwide drop-down list.	The base of the ba	The book of the bo	
2	Enter your name.	266. <b>3</b>	266. 	
	(This dialog is displayed only once.)	Online System (Workbalds) Day of your name OK Cancel Press Press	Online System (Worldwide) Paper your many OK Cancel Input Press 2	
3	Press the "Create" button.	Parts Difference System (Workdwide) Online System (Workdwide) Figure The Worksware All Connect Create Close Press ?		

Online (Worldwide Mode) 1 to 3

Online (Worldwide Mode) 4 to 7

		Server	Clients
4	Select the number of players. (This dialog is not shown when there are only two players.)	Online System (Wordsadd)       2 players + Al       3 players + Al       4 players       cancel       Press	
5	Set the settings.	Confine System (Worldwide) Time Limit Spectators V Chat Button V Shuffle Seate OK Cancel Press	
6	Wait for a connection from other devices.	Parte Define System (Worldwide) Define Syste	
7	Select an item from the list and press the "Connect" button.		Connect Create Close Press

Online (Worldwide Mode) 8 to 11

		Server	Clients
8	Check the rules.		Aver.
9	Wait for a connection from other devices.	Veri veri	Autor Create Cancel Cancel
10	Press the "OK" button. If you want to refuse a player, press the "Refuse" button.	Contine System (Worldwide) Test Player2 Test Player3 Press	Contine System (Worldwide) Preparing
11	Press the "Play" button to start the game.	Nees Inter vi)	
10	Press the "OK" button. If you want to refuse a player, press the "Refuse" button. Press the "Play" button to start the game.	All Wall Cancel Connect Create Cancel Cancel ? Cancel ? Cancel ? Cancel ? Cancel ? Cancel ? Cancel ? Cancel ? Connect Create Connect ? Cancel ?	

Online (Private Mode) 1 to 4
------------------------------

		Server	Clients
1	Select "Online" in the "Friends or Family" drop-down list.	Multiplayer Multiplayer Online Online OK Close Press ?	Multiplayer Multiplayer Multiplayer Multiplayer Close Press ?
2	Enter your name. (This dialog is displayed only once.)	Colline System	Online System Dot your name Splut your name Splut your name Cancel Input
3	Select "Server" or "Client".	Press ?	Press ?
		Clilent Clilent Press ?	Online System Server © Clilent OK Cancel Press
4	Select the number of players. (This dialog is not shown when there are only two players.)	Image: System     Image: System       Image: System     I	

Online (Private Mode) 5 to 8

		Server	Clients
5	Set the settings.	Time Linkt min Spectators V Chat Button V Shuffle Saats V OK Cancel Press	
6	Enter an ID and password. Note: These are shared among players. Use an ID and password that do not cause problems even if others see them; avoid using important credentials.	Deline Bystem Deline Bystem Password Mare Durid assessed Press Press 2	
7	Wait for a connection from other devices.	Parameter Model Contrac System Waiting 1 / 3 Cancel	
8	Enter the ID and password set on the server.		Mine Bystem Password: Password: Press Press 2

Online (Private Mode) 9 to 12

		Server	Clients
9	Select the item in the list and press the "OK" button.		Press
10	Wait for a connection from other devices.	Vaiting 2 / 3 Cancel	Norme System Waiting 2 / 3 Cancel
11	Set the seating. (This dialog is not shown when there are only two players.)	Contros System S Tost Player1 W AJ N Test Player2 E Test Player3 Cancel Press 2	Colline System Preparing
12	Press the "Play" button to start the game.	Tites Interimentation Interime	

## 7.3 Multiplayer Games over TCP/IP

Follow these steps to play multiplayer games over TCP/IP. This feature requires a static IP address or a host name on the server side.

		Server	Clients
1	Select "TCP/IP" in the "Friends or Family" drop-down list.	Isota	Sector
		Vultiplayer TCP/IP Voltawit Online OK Close Press	Multiplayer TCP/IP T
2	Enton vour name	? Nearts	Hearts Direct.
2	Enter your name.		
	(This dialog is displayed only		
	once.)	тория лоте Input your nome ОК Cancel Input Press	TCPAP Pol your name Input your name OK Cancel Press
		?	
3	Select "Server" or "Client".		lark Son
		Clilent OK Cancel Press	TCPRP Server Clilent OK Cancel Select Press
		?	

TCP/IP 1 to 3

TCP/IP 4 to 7

		Server	Clients
4	Select the number of players. (This dialog is not shown when there are only two players.)	TCPAP 2 players + AI 3 players + AI 4 players Select Press 2	
5	Set the settings.	TCPUP TIME LIMIT Spectators V Chat Button V Shuffle Seats V Press ?	
6	Wait for a connection from other devices.	TCENIP Waiting 1 / 3 Cancel	
7	Press the "Add" button.		TCPAP TC

TCP/IP 8 to 11

		Server	Clients
8	Enter the IP address or the host name of the server.		TCPAP Host Former Host Connect Press 2 2 2 2 2 2 2 2 2 2 2 2 2
9	You can modify input data by pressing the "Update" button. (optional)		TEPAP TEPAP 192.168.1.103 5000 Press TEPAP Host 192.168.1 Press Cancel
10	You can delete input data by pressing the "Delete" button. (optional)		Nort TCPAIP 192.168.1.1 00000 IN Press Connect Add Cancel
11	Connect to the server by pressing the "Connect" button.		TCEALP 192.168.1.1 S0000 Select Connect Add Cancel Press

TCP/IP 12 to 14

		Server	Clients
12	Wait for a connection from other devices.	Vaiting 2 / 3	TCPNP Waiting 2 / 3 Cancel
		?	?
13	Set the seating. (This dialog is not shown when there are only two players.)	TCPAIP TCPAIP Test Player1 W Al Lavel 3 E Test Player3 E Test Player2 Change Pross	терыр Preparing
14	Duran tha "Dirar" button to start	?	7
14	the game.	() (i) (i) (i) (i) (i) (i) (i) (i) (i) (	∎ <b>``</b> • <b>`</b> •• ••) 3 8 8 8

# 7.4 Multiplayer Games over Bluetooth®

Follow these steps to play multiplayer games over Bluetooth.

## Bluetooth 1 to 3

		Server	Clients
1	Select "Bluetooth" in the "Friends or Family" drop-down list.	Mutplayer Definition family Definition family Online Ok Close Press	Muteplayer Deliver tanky Deliver tanky Deliver tanky Close Press
2	Enable Bluetooth. (This message will not be shown if Bluetooth has already been enabled.)	Card Games wants to turn on Bluetocth Dony Allow	Dard Games wants to turn on Bluetooth Dony Allow
3	Enter your name. (This dialog is displayed only once.)	Bluetoonh Tres your name Mada your name Ook Can Input Press	Elluotoon rere your name OK Can Input Press

Bluetooth 4 to 7

		Server	Clients
4	Select "Server" or "Client".	Bluetooth Clilent Clilent Press	Buenouth Clilent Clilent Press
5	Select the number of players. (This dialog is not shown when there are only two players.)	Plutooch 2 players + Al 3 players + Al 4 players Conc. Press	
6	Set the settings.	Eluctooth Time Limit min Spectators V Chat Button V Shuffle Seats V OK Cancel Press	
7	Enable a discoverable setting. (The discoverable setting is not required if devices have already been paired.)	Card Cames wants to make your phone visible to other Bluetooth devices for 120 seconds. Deny Allow	

Bluetooth 8 to 11

		Server	Clients
8	Wait for a connection from other devices.	Blueicoit Waiting 1 / 3 Cancel	
9	Devices are searched by pressing the "Scan" button.		Blustooth Connect Scan Cancel Press
10	Connect to the server by pressing the "Connect" button.		Ruotooth Test Device Connect Scan Cancel Press
11	Pair devices. (This message will not be shown if devices have already been paired.)	Pair with Test Device? stuencet pairing code 570310 Allow access to your contacts and call history Cancel Pair	Pair with Test Device? stuctoot pairing code 570310 Allow access to your contacts and call history Cancel Pair

Bluetooth 12 to 14

		Server	Clients
12	Wait for a connection from other devices.	Buetooth Waiting 2 / 3 Cancel	Bustooth Waiting 2 / 3 Cancel
13	Set the seating. (This dialog is not shown when there are only two players.)	Buebodh S Test1 W Test3 N Test2 E Al OK Canta Press	Buetoof)
14	Press the "Play" button to start the game.	Play 15	

## 7.5 Multiplayer Mode

In Multiplayer mode, the Game List button is hidden, and the Network button is displayed instead (Fig. 7-9). The connection is disconnected by pressing the Disconnect button.

![](_page_52_Picture_2.jpeg)

Figure 7-9 Multiplayer Mode

In Multiplayer mode, there are some differences compared to the main mode.

 $\boldsymbol{\cdot}$  Rules in the Rules dialog are changed to the rules of the server.

![](_page_52_Picture_6.jpeg)

• A value in the Game dialog is changed to the value of the Multiplayer mode.

![](_page_52_Picture_8.jpeg)

## 7.6 Resuming

If a network connection is lost in the middle of a game, the player on the server side can resume the game by selecting "Resume" in the Resume dialog (Fig. 7-10).

![](_page_53_Picture_2.jpeg)

Figure 7-10 Resume Dialog

## 7.7 Rematching

The Rematch dialog is displayed when a game ends or when pressing the Restart button on the server side (Fig. 7-11). If you press the OK button, you can play a new game. If you press the Cancel button, the Multiplayer mode is finished.

![](_page_53_Picture_6.jpeg)

Figure 7-11 Rematch Dialog

# 8. Common Options

The Rule options and the Game options vary by game, but some options are common.

Rules / Player			
First Dealer	Sets the first player or dealer. If Clockwise is selected, the		
First Player	first player or dealer changes clockwise for each play. If		
	Random is selected, it is determined randomly.		
Timer	Sets the time limit of the game in minutes.		
Games / Game			
Sorting Hand	( <u>See 8.1</u> )		
Rearranging Hand	( <u>See 8.2</u> )		
Hand Monitor	( <u>See 8.3</u> )		
Games / System			
Screen Orientation	Sets the game-specific screen orientation.		
Inverted North Card	Enables or disables upside-down cards for the north		
	player.		
Log Size	Sets the maximum number of logs recorded. If this option		
	is set to zero, no logs are recorded.		
Skip Size	Sets the number of skips in the replay mode.		
Net Level	Sets the default level of computer players in multiplayer		
	games ( <u>See 8.4</u> ).		
Games / Animation			
Custom Settings	Sets the game-specific animation options. If the value is		
	set to Disabled, the values from the System settings are		
	used.		
Games / Control			
Custom Settings	Sets the game-specific control options. If the value is set		
	to Disabled, the values from the System settings are used.		
Games / Hand Control			
Custom Settings	Sets the game-specific hand control options. If the value is		
	set to Disabled, the values from the System settings are		
	used.		

## 8.1 Sorting Hand

This option sets how your hand is sorted (Fig. 8-1). This function is disabled if Sorting Hand is disabled. The order of suits is set in Suit Order. Values 1 to 4 are assigned in order from left to right. When the same value is set, it is regarded as the same order.

Sorting Hand		
Sorting Hand	Enabled	
Priority Order	Suit - Rank	$\sim$
Trump Position	Left	$\sim$
Rank Order	Descending order	$\sim$
Suit Order		
Spades	1	$\sim$
Hearts	2	$\sim$
Diamonds	4	~
ок	Cancel	
ок	Cancel	

Figure 8-1 Sorting Hand

## 8.2 Rearranging Hand

If this option is enabled, you can swap cards in your hand (Fig. 8-2). If you cannot select a single card, you may be able to select it with a long press (Fig. 8-3).

![](_page_55_Picture_6.jpeg)

Figure 8-2 Rearranging Hand 1

![](_page_55_Picture_8.jpeg)

Figure 8-3 Rearranging Hand 2

#### 8.3 Hand Monitor

If this option is enabled, a player's hand will be displayed (Fig. 8-4).

![](_page_56_Picture_2.jpeg)

Figure 8-4 Hand Monitor

## 8.4 Net Level

This option is used when setting computer levels in multiplayer games.

Euchre		(North)		A =
	Online System			<b>VE</b>
	S	Name Test Player1	Level	
	W	AI2	Level 2	
Mest	N	AI1	Level 2	
	E	Test Player2		
		OK Can	cel	
				?

Figure 8-5 Net Level

# 9. Solitaire

The common menu for solitaires is as follows (Fig. 9-1).

![](_page_57_Picture_2.jpeg)

Figure 9-1 Solitaire Menu

Undo	A game state is undone one step.	
Redo	A game state is redone one step.	
Reset	A game state is reset to the state immediately after	
	dealing cards.	
Restart	A new game is started.	
Auto	Cards move automatically until the end of the current	
	game.	
Menu	The main menu and the Game List button are shown or	
	hidden.	

## Android

#### • Permissions

This application requires the following permissions on Android OS.

Permissions	Purposes
INTERNET	• multiplayer games over Online and TCP/IP
ACCESS_NETWORK_STATE	• advertisements
ACCESS_WIFI_STATE	
AD_ID	
BLUETOOTH_SCAN	• connecting and paring over Bluetooth
BLUETOOTH_ADVERTISE	
BLUETOOTH_ CONNECT	

## $\boldsymbol{\cdot} \operatorname{Ads}$

This application displays interstitial ads. Those are displayed after a game is over or when you press the Restart button.

![](_page_58_Picture_6.jpeg)

Interstitial Ad

We are not responsible for the contents of ads. If you encounter inappropriate ads, you will need to block them yourself. The following image provides an example of how to block Admob ads.

![](_page_59_Picture_1.jpeg)

Blocking Ads

## Software License

## Software License Agreement

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