



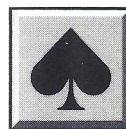
cribbage MASTER™

Rule Book
and
Instruction Manual

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NINGA™



CRIBBAGE MASTER™ MANUAL

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We would like to thank Rich and the staff at Top Star Computer Services, Inc. for the pre-release testing of this program.

Although written in the male gender, this manual is intended to include both male and female gender.



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Installation...

Windows Version Installation

INSTALLATION WARNING:
CRIBBAGE MASTER FOR WINDOWS MUST BE
INSTALLED FROM DOS.

The **Cribbage Master™** program disk includes an installation program. Some of the files are compressed so the installation procedure must be used to install the program on your hard drive. (When installing **Cribbage Master™** for Windows, Windows must be installed on your system and it must be in your path command [see your DOS reference] prior to installing **Cribbage Master™**. If you do not have Windows installed on your system, please refer to the Microsoft Windows User's Guide for Windows installation instructions.)

Select the appropriate **Cribbage Master™** diskettes for your system:

- If you're running Windows 3.0, use the 3.0 diskettes.
- If you're running Windows 3.1, use the 3.1 diskettes.

Start your computer system and go to whichever drive the **Cribbage Master™** program diskette is in (either **a:** or **b:** then press **enter**). Type **setup** and push **enter**. The *About* screen will appear. Hit **enter** when you are ready to proceed.

The program will automatically create a new directory called **C:\NINGA\CRIBW** and install the program there. You may alter the designated directory at this point with your keyboard. To change the source directory, hit the **Alt+S** keys; to change the destination directory, hit the **Alt+D** keys; to continue installation, hit the **Alt+I** keys (you will need to confirm this at the next screen); or hit **Alt+Q** to quit. (If you are unfamiliar with directories, please refer to your DOS manual). The program files are then copied to your hard drive.

The next screen will ask you whether you want to install the sound files. If you have a **Sound Blaster™** sound card installed on your system and you want the sound files, click on **Yes (Alt+Y)**. If you don't, click on **No (Alt+N)**. If you chose **Yes**, you will be prompted to insert the sound diskette. After confirming this, the sound files will be copied onto your hard drive. (Remember, **Cribbage Master™** for Windows supports only the **Sound Blaster™** card).

WINDOWS 3.1 SOUND FILES WARNING:

The sound files used with Windows 3.1 need to have the appropriate sound card driver installed. This is described on page 21 (**Using Your Sound Blaster Card**).

After the Windows 3.0 installation, Windows is then loaded and you will be prompted to create a new group called **Ninga Programs**. Choosing either **OK**, **Skip**, or **Cancel** will all create a new group called **Ninga Programs**. You will then return to DOS. To start the game, start Windows, double-click on the **Ninga Programs** icon and then double-click on the **Cribbage Master™** icon.

After the Windows 3.1 installation, a confirmation window will appear and prompt you to install **Cribbage Master™** automatically or manually. Clicking on **Yes** (or **Alt+Y**) will cause Windows to load and you will be prompted to create a new group called **Ninga Programs** (choosing either **OK**, **Skip**, or **Cancel** will all create the new group). You will then return back to DOS. Clicking on **No** will return you directly to DOS. To start the game, start Windows and double-click on the **Ninga Programs** icon and then double-click on the **Cribbage Master™** icon.

DOS Version Installation

The **Cribbage Master™** program disk includes an installation program. Some of the files are compressed so the installation

procedure must be used to install the program on your hard drive.

(Warning: Cribbage Master™ for DOS must be installed on your hard disk)

Start your computer system and go to whichever drive the **Cribbage Master™** diskette is in (either **a:** or **b:**) then **enter**). Type **setup** and push **enter**. The *About* screen will appear. Hit **enter** when you are ready to proceed.

On the following screen (*Main Menu Help*) you must click on the **Install** menu selection in the top left corner of the screen (or type **Alt+I**). This activates the installation window. The program will automatically create a new directory called **C:\NINGA\CRIBDOS** and install the program there. You may alter the source and designation directories at this point by typing **Alt+S** or **Alt+D** to allow changes to either directories. Type in your preferred directories, or click on **Install (Alt+I)** to accept the current directories. Or click on **Quit** to quit the installation process (**Alt+Q**).

If you choose **Install**, the next screen will ask you to confirm your choice. Click on either **OK (Alt+K)** or **Cancel (Alt+C)**. If you are unfamiliar with directories, please refer to your DOS manual). The program files are then copied to your hard drive.

You will then be prompted to install the sound files on the **Cribbage Master™ Sound Diskette**. Click on **Yes (Alt+Y)** to install them or **No (Alt+N)** to return to the main screen (to exit from this screen, type **Alt+X** and then **Yes** or **No** to exit). If you chose **Yes**, you will be prompted to insert the **Sound Files** diskette. Click on **OK (Alt+K)** and the sound files will be copied onto your hard drive. The next screen will prompt you to select the sound card that corresponds to your system. Choose the appropriate sound card (by scrolling with the arrow keys or by clicking on your choice) and click on **OK (Alt+K)**.

After the DOS installation, you will return to DOS. To start the game, type **crib** then push **enter**.



Rules...

INTRODUCTION

The game of cribbage is one the oldest and most popular of all card games enjoyed today. Cribbage was invented by Sir John Suckling, an English poet who lived during the first half of the 17th Century. Over the years several variations of cribbage have been played, but two-handed cribbage has remained the most popular and enduring style of play.

The game of cribbage can be separated into seven distinct parts: **cutting for crib, dealing, discarding, cutting for starter, pegging, counting the hands, and counting the crib.**

Cut for Crib

The deck is shuffled and each player cuts the deck. Low card deals the first hand and gets the first crib.

At this point, a brief explanation of what a “crib” is may be helpful. A “crib” is, quite simply, a third hand of cards. Each of the two players discard two cards each. These four cards go into the third hand which constitutes the “crib”. These cards are then used by the dealer when he calculates his point total at the end of that play.

The Deal

The dealer shuffles the cards. The cards are then dealt face down with the first card dealt to the player on the dealer’s left. In the two player game, six cards are dealt to each player. Only after both players have been dealt six cards may the players pick up their cards to examine their hand.

Discarding

Each player discards two cards. These four cards make up the crib and are set aside until the hands are played. The object of discarding is to retain the best four-card hand while minimizing the number of points in your opponent’s crib, or maximizing the number of points in your crib. The dealer’s opponent always discards first.

Cut for Starter

After both players have discarded, the dealer’s opponent cuts the deck. The card exposed by the cut is turned over by the dealer. This card is the starter. Like the crib, the starter is set aside and has no significance during play. If the starter happens to be a Jack, it is called “**His Heels**” and the dealer is awarded, or “**pegs**”, two points.

Pegging

The dealer’s opponent starts the hand by playing one of his four cards. Each card is played face up so that both players can see it. The dealer then plays a card adding its value to the card already played and announcing the sum aloud. The play continues this way, alternating between the two players, until the total value of the cards played adds up to 31. After each 31, all cards played are removed from play. Play begins again with the player who did not play the last card going first.

In the event that one player cannot play a card without going over 31, or has no remaining cards to play, he says “**Go**”. Once “Go” has been declared, the opponent must continue to play, if possible. If not possible, the opponent pegs one point for playing the “last card” and the cards are removed from play. Play begins again with the player who did not play the last card going first. This continues until both players have no cards remaining. While some hands will play out without reaching 31, the hand will usually contain more than one 31 series.

Points are awarded during play if the sum of the cards played at any time equal 15 or 31; if cards played make a run of three or more (regardless of suite); or mates the previous card played for a pair;

or the previous two or three cards played for three or four of kind.

Any time a card played creates the sum of 15, the player who played that card pegs two points. Any time a card played creates the sum of exactly 31, that player takes two points; otherwise the "last card" played counts as one point.

Runs require further explanation. The cards do not need to be played in sequential order to score a run. A run scores as long as no foreign cards intervene. For example, cards played in the order 2-5-3-4 will count as a run of four (2-3-4-5). A combination of 2-King-5-3-4 would count as a run of three (3-4-5). A combination of 2-5-King-3-4 would not score as a run. Runs cannot be carried over for counting into the next 31 series.

Counting the Hands

After the last card is played, the hands are counted using the starter card as if it were a fifth card in each hand. The dealer's opponent's hand is always counted first, followed by the dealer's hand. The crib is always counted last.

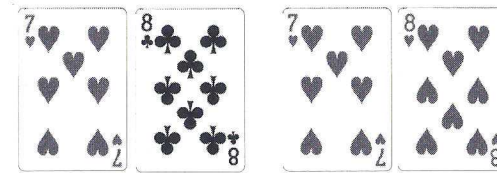
When counting, two points are awarded for any combination of cards which total 15. The player scores one point for each card in a three, four, or five card run. In addition, four points are awarded if all four cards in the hand are of one suite (a four-card "flush"). An additional point is awarded if the starter is also of the same suite (a five-card flush). If the player has a Jack in his hand of the same suite as the starter, one point is awarded for "His Nobs". Each card in a hand can be used several times to create different scoring combinations.

As a hand is counted, the player lays down the hand for all to see and "counts" his points aloud, adding the point total as he counts. For example, if the player's hand contained the following cards:



starter

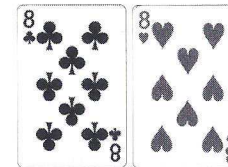
The player would count:



4 POINTS

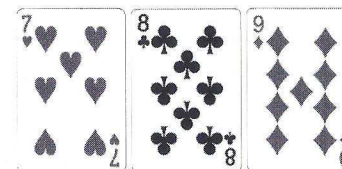
7 + 8 = 15
(for 2 points)

7 + 8 = 15
(for another 2 points)



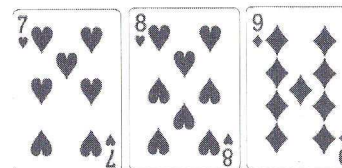
+ 2 POINTS

(A pair is worth 2 more points)



+ 3 POINTS

(A run of three is worth 3 more points)



+ 3 POINTS

(Another run of three is 3 more points)



+ 1 POINT

(His Nobs [Jack is the same suite as the starter] is worth an additional 1 point)

= 13 POINTS

In this way, the player has announced that his hand total is 13 points.

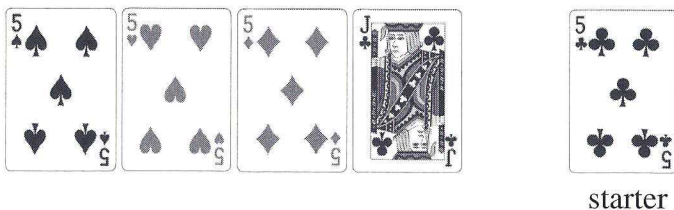
Counting the Crib

After the dealer has counted his hand the crib is exposed. The crib is counted exactly the same way as the players' hands except all four cards and the starter must be of the same suite for a flush.

In summary, here are the points that can be counted in a hand:

Fifteens	2 points
Run of three or more	1 point for each card
Two of a kind	2 points
Three of a kind	6 points
Four of a kind	12 points
Same suite (flush)	4 points
Same suite with starter	5 points
His Nobs	1 point

The best possible hand will score 29. This score is achieved with a hand containing three 5's, a Jack, and the starter being a 5 of the same suite as the Jack. The following example would score 29 points. Try to figure out how.



Muggins

Cribbage Master™ for Windows allows you the option of playing with or without the "Muggins" rule. When playing "Muggins", if a player neglects to count points (in his hand, crib, or during play of cards) the opposing player announces "Muggins" and claims the overlooked points as his own. When the Muggins option is enabled, the "Computer Misses" option is available.

If engaged, this allows the player to claim points which the computer will randomly miss when calculating its own points. (Remember, the computer will never miss unless the "Computer Misses" option is selected).

Winning

It takes several deals to complete a game. The standard game of cribbage is played to 121 points. You can also elect to play the short game which plays to 61 points. When playing the standard game, if the winner reaches 121 points before his opponent has scored 91, it is considered a "Skunk" and counts as two games won. If the winner reaches 121 before his opponent scores 61, it is considered a "Double-Skunk" and counts as four games won.

Adding Skill to Chance

The game of cribbage balances the "luck of the cards" with "skill of play". There is a degree of luck in drawing a good hand or a crib. The cut for the starter also plays an important role as the starter can mean the difference between a good or a not-so-good hand. But the most important part of cribbage is playing to maximize your own score and minimize the score of your opponent. To this end, the dealer should discard favourable cards into his own crib, while the dealer's opponent should discard cards that will not help the dealer form scoring combinations in the crib.

When playing your cards you should always be conscious of possible scoring combinations available to your opponent. For example, if it is your turn to lead, and if you have a 4 in your hand, lead with the 4 first. Your opponent will never be able to score a 15 off of it. Another rule of thumb is "see one, play one". If you have a card in your hand which pairs the starter consider leading with it. With only four of every card in a deck, it is unlikely that your opponent will have a third card to score the pair.



Opening Cribbage Master...

For Windows 3.0 and 3.1

Once you've brought up Windows, a **Ninga Programs** icon will appear on your **program manager** screen. Double-click on that icon. Double-click on the **Cribbage Master** icon and the game will then start.

For DOS

At the **c:** prompt, type **CD\NINGA\CRIBDOS**, then press **enter**. Type **CRIB** and then push **enter**.



Commands - using the Menu Selections...

Under the **FILE** menu selection, there are three sub-menus:

- (1) **Save Game and Exit**
Will cause an immediate exit. The game will automatically be saved. Any previous game will be over-written.
- (2) **Exit Game**
Will cause an exit. You will be asked if you wish to save the game. A **YES** answer will over-write any previously saved games.
- (3) **Save Game**
Will save the game at it's current point in play and return to the game.

Under the **GAME** menu selection, there are five sub-menus:

- (1) **Play**
Will start a new game. Play is greyed out once the game has been started.
- (2) **Resign**
Will resign from the current game. You will be asked to confirm this before the game is terminated. **Resign** is greyed out until a game has been started. If you resign, it will count as a loss.
- (3) **Total Scoring**
Displays the scores of all players against the computer. These totals include all **Skunks** and **Double-Skunks**.
- (4) **Name Selection**
Allows you to change the computer opponent, and consequently, the player and skill level. The **Name Selection** is greyed out after play has started.
- (5) **Statistics**
Displays statistics: games won/lost and percentage of your score for pegging, hand, and crib.

Under the **OPTIONS** menu selection, there are three sub-menus:

- (1) **SET OPTIONS**
 - (a) **Play Options:**
 - Auto Turn**
If turned off, you will be required to press the **Show Card** button to flip your cards after the deal.
 - Muggins**
If turned on, the **Muggins** options is engaged. This will enable the **Computer Misses** switch.
 - Computer Misses**
If turned on, the computer will randomly miss points when counting his hand.
 - Sound**
If turned on, it engages the sound option. See **Using the Sound Blaster** (p.21) for more information.

Auto Cursor Position

If turned on, the cursor will automatically be placed in the next logical position. This is most useful when using the **Keyboard Default**.

Count Displayed

Turns the Running Count Box on and off.

(b) Animate Selections:

This is the speed at which the cards will move as they are dealt and shuffled.

SLOW - recommended for 386-20MHZ and above

MEDIUM - recommended for 286-16MHZ and above

FAST - recommended for 286-10MHZ and above

NONE - recommended for 286-6MHZ and above

These recommendations are not absolute. You may find that you like to run your 386-33MHZ at medium speed because it makes for a faster game, or that your 286-8MHZ performs fine on fast.

(c) Message Display Speeds:

This is the on-screen time that messages will be displayed.

SHORT - about 1/4 second.

MEDIUM - about 1/2 second.

LONG - about 1 second.

Scoring Window

If this box is enabled, a small scoring window will appear at the bottom right of the screen. This is only available in VGA and above resolutions. Most useful when using a laptop or notebook computer running VGA Grayscale (no colour).

(d) Game Sizes:

Long Game

Continues to 121 points. Skunks and Double-Skunks are possible.

Short Game

Continues to 61 points. No Skunks are possible.

(e) Opponents:

You can choose from one of six different opponents. Each opponent will play at a different level and style. **Jane** and **Rich** are the two most inexperienced players with **Jane** being the more inexperienced players of the two. If **Computer Misses** is enabled, they will miss the most points. Beginning players will probably want to start with one of these opponents.

Discard Help is available when playing against these two.

Michele, **Dan**, **Mike**, and **Arlene** are all experienced players. Though you may find **Dan** and **Arlene** are the toughest of the four.

Summary of Opponents:

Dan - most experienced

Arlene - more experienced

Mike - experienced

Michele - experienced

Rich - inexperienced

Jan - most inexperienced

You may find that you beat **Dan** all the time but can't seem to win against **Michele**, your success against one specific player will depend on your style of play. To be a truly successful player, you will need to win consistently against all of the opponents. **Discard Help** is not available with these four players. If **Computer Misses** is on, these four will miss very few points.

(2) SELECT CARD BACKING:

Five decks of cards will be displayed. If you are using a mouse, drag the cursor overtop of the deck design you want and press the left mouse button. If you are using the keyboard, the left and right arrow keys move the cursor and the space bar selects that deck.

(3) SETTING TABLE COLOURS:

The Table Colours window has three slider controls used to set the red, green, and blue colours. There are four preset colours and two places where you can store your favourites. The **selected colour** is displayed at the upper right corner. To select one of the **preset** colours, press the left mouse button once you've placed the cursor overtop of your choice. The current colour will change to reflect the color change.

To store a colour, move the slider bars to change the current colour, then press the [1] or [2] button to store the color. You can select these colours just as you would the preset colours.

SETTING TABLE COLOURS USING THE KEYBOARD:

The **Tab** key will cycle from:

Red slider-green-slider-blue slider-OK-Cancel-Help-Select

The **Arrow** keys and **Page Up/Page Down** will move the slider bars. The **Arrow** keys will move around in the color selection box. Press the **Space Bar** to make your selection.



Playing the Game...

If you are using the keyboard, see **Using the Keyboard** for more information.

See **Rules** if you are unfamiliar with the rules of cribbage.

Using the Mouse

After starting the game, you will first have to cut for first crib. Place the cursor on the deck. Press and hold the left mouse button. To cut for crib, release the button. The player drawing the low card wins and deals the first hand. The game begins with the cut for crib and once the first crib has been established the game commences.

When the computer has the crib, it will shuffle and deal the cards. When you have the crib, you will have to shuffle and deal.

To shuffle, place the cursor on the deck and press and hold the left mouse button. When you are satisfied with shuffle, release the button. To deal, you press the left mouse button and the cards will be dealt.

Following the rules of cribbage, the dealer always discards into his crib after his opponent. When it is your turn to discard, two menu selections will be displayed at the bottom of the screen: **Discard** and **Undo**. If you are playing **Jane** or **Rich** (the inexperienced opponents), **Help** will also be displayed.

Pick the two cards you want to discard into the crib by placing the cursor on the card of your choice and pressing the left mouse button. If you change your mind, place the cursor on **Undo** from the bottom menu and press the left mouse button. The card will be returned to its original position. If **Help** is available, pressing the left mouse button while the cursor is on the **Help** button will automatically select two cards for you to discard. You may accept the computer's selections, or use the **Undo** option and select your

own discards.

Once you are satisfied with the two cards you want to discard, press the left mouse button on the **Discard** selection. The cards will automatically be put into the crib and play will start. On-screen messages will tell you when it is your turn to play. When it is your turn, place the cursor on the card you want to play and press the left mouse button. After this point, the game varies depending on which options you had enabled within the **Set Options** menu.

End of Game

At the conclusion of the game, the winner will be announced and the game will be recorded. When the game is over, you will be asked if you want another game. If you select **Yes**, the game will begin immediately utilizing the same game options as the previous game. If you select **No**, a new game will not start. You will now be able to select new game options or exit the program as you wish.



Using the Keyboard...

The keyboard is controlled by the **left**, **right**, and **down arrow** keys. The **space bar**, **tab**, and **enter** keys are used to make selections.

(1) Shuffling and Dealing

place the cursor on the deck and press and release the **Space Bar**. The cards will automatically be shuffled. Repeat this to deal the cards.

(2) Discarding

the **Left** and **Right Arrow** keys move the cursor from card to card. The **Down Arrow** key moves the cursor to the **[discard]** button. The **Left** and **Right Arrow** keys move between **[discard]**, **[undo]**, and **[help]**. When the cursor is on your selection, press the **Space Bar** to select.

(3) Playing a Hand

selection is the same as **Discarding**. The major difference is the buttons displayed at the bottom. These will vary depending on whether you have turned Muggins on or off.

(4) Scoring (with Muggins)

use the **Tab** or **Arrow** keys to select the points you want to score, then press the **Space Bar** to select or change. You can also use the **Alt-[Key]** to select controls. For example, when you have finished scoring your hand you can press **Alt-D** to select the **[Done Scoring]** button.



Using your Sound Blaster™ Sound Card with Windows...

SOUND CARD WARNING:

CRIBBAGE MASTER™ for WINDOWS
SUPPORTS ONLY THE
SOUND BLASTER™ SOUND CARD

Windows 3.0 and 3.1

Multimedia Extension -

At the present time, **Cribbage Master™** for Windows does not support the **Sound Blaster™** card with **Multimedia Extension** for Windows. If you have Multimedia installed and you selected **No** for the Multimedia option during the install procedure, **Cribbage Master™** will attempt to use the Sound Card and hang the computer. You can have **Cribbage Master™** ignore the sound card by changing your **WIN.INI** file. (To get to your **WIN.INI** file you need to be in the Program Manager window. Under the **FILE** menu selection, choose **RUN...** . At the prompt, type **SYSEDIT**. Four screens will appear and you will need to make the **C:\WINDOWS\WINI.INI** screen active by clicking on the top bar of that screen.)

Look for the following in the **WIN.INI** file:

```
[WCCRIBBAGE]
```

```
SB = ?
```

If SB = 1 the game will always attempt to use the SOUND Card if available.

If SB = 0 the game will not check for nor use the SOUND Card.

The **WIN.INI** file is modified during the installation of **Cribbage Master™** for Windows and will be set depending on your answer to the Multimedia question. With Multimedia you can

still use the normal Windows sound routines.

Multimedia Not Installed -

Cribbage Master™ for Windows will always use the sound card if available. You can disable this by changing SB=1 to SB=0 in your **WIN.INI** file. You can also selectively turn the **Speech** and **Sound** on and off from the options menu.

Windows 3.1 Sound Files

To enable the **Sound Blaster™** sound card for use with Windows 3.1, you must install the appropriate **Sound Blaster™** driver. This is achieved by double-clicking on the **Main** icon under the **Program Manager** screen. Double-click on the **Drivers** icon and add/install the appropriate **Sound Blaster™** drivers as indicated (see your Windows manual).



Starting the Game...

If this is your **FIRST** time playing the game, this will explain the basic procedure of starting and playing a game.

- STEP 1** - Select **Options**, then **Set Options** from the **Main Menu**. This will bring up a dialog box that you will use to set all of the game options.
- STEP 2** - Select **Options**, then **Card Backs** from the **Main Menu**. This will bring up a selection box. Place the cursor on the card design you wish to use, press the **Left** mouse button, then **OK**.
- STEP 3** - Select **Game Play** from the **Main Menu**. This will start your game.
- STEP 4** - See **Playing the Game** for additional information.



CUT,
TEAR,
OR SLICE
ALONG
THE
DOTTED
LINE;
DROP
IN AN
ENVELOPE;
MAIL
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