

# Card Games User Manual

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Android® is a trademark of GOOGLE LLC.

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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).

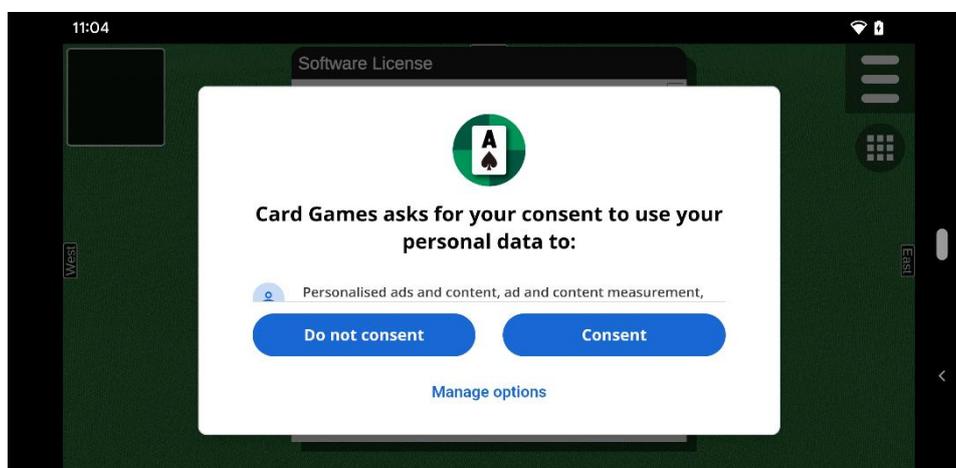


Figure 1-2 GDPR dialog of Admob on Android OS

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

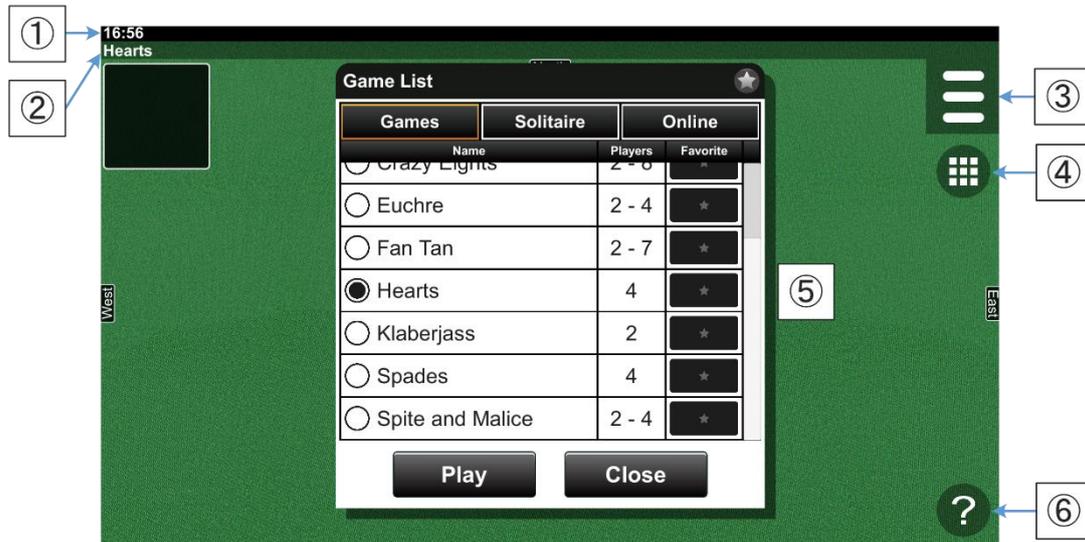
Some dialogs have a minimize button in the upper right corner (Fig. 1-4). The dialog can be minimized by pressing the button.



Figure 1-4 Minimize Button

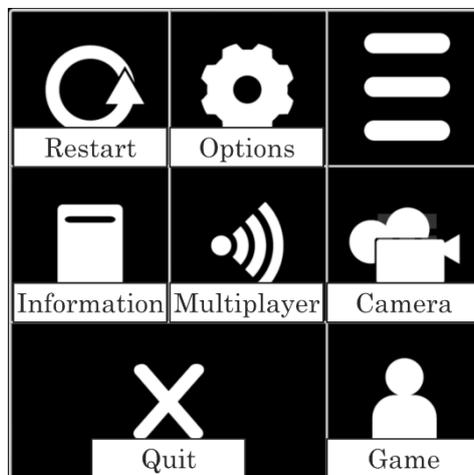
## 1.2 Main Screen

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.



- ① Status Bar
- ② Title Bar
- ③ Menu Button ([See 1.3](#))
- ④ Game List Button ([See 1.4](#))
- ⑤ Game List Dialog ([See 1.4](#))
- 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](#))



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.

(See [Chapter 4 Camera Dialog](#))



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

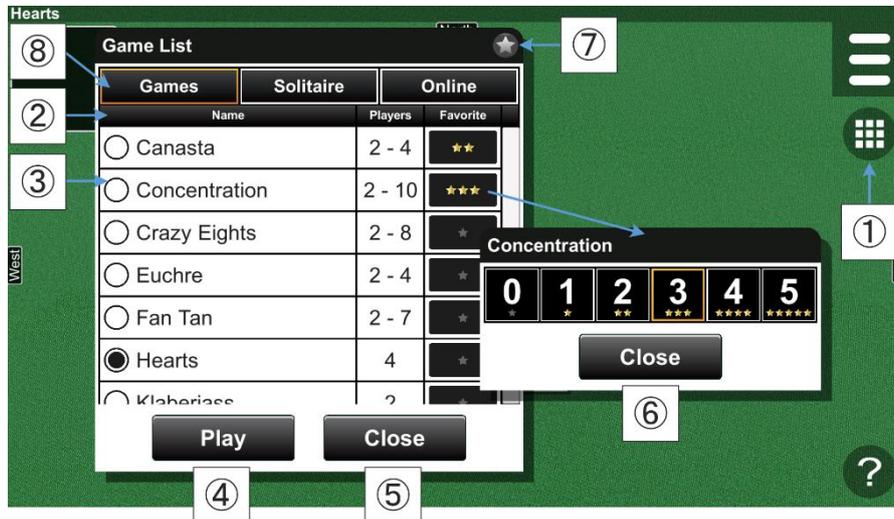


Figure 1-9 Game List Dialog

#### 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).



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](#))



Figure 1-11 Online Status Dialog

## 1.5 Setting Menu

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

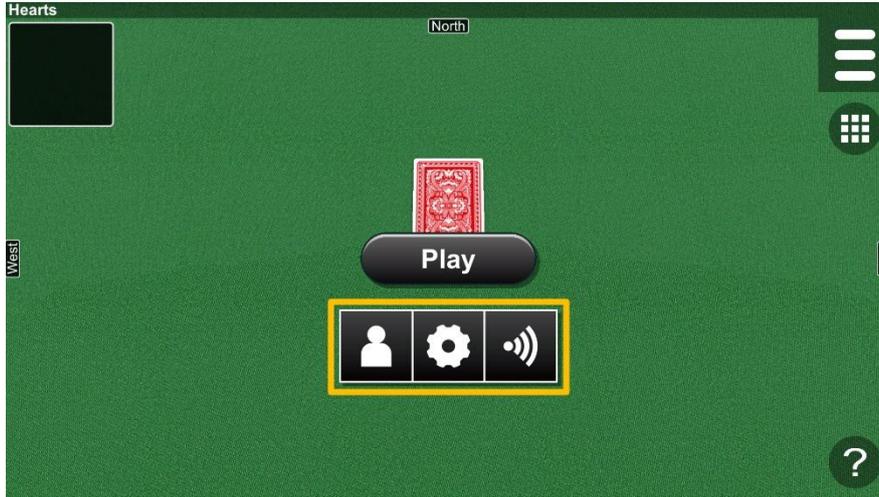


Figure 1-12 Setting Menu

## 1.6 Help Dialog

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

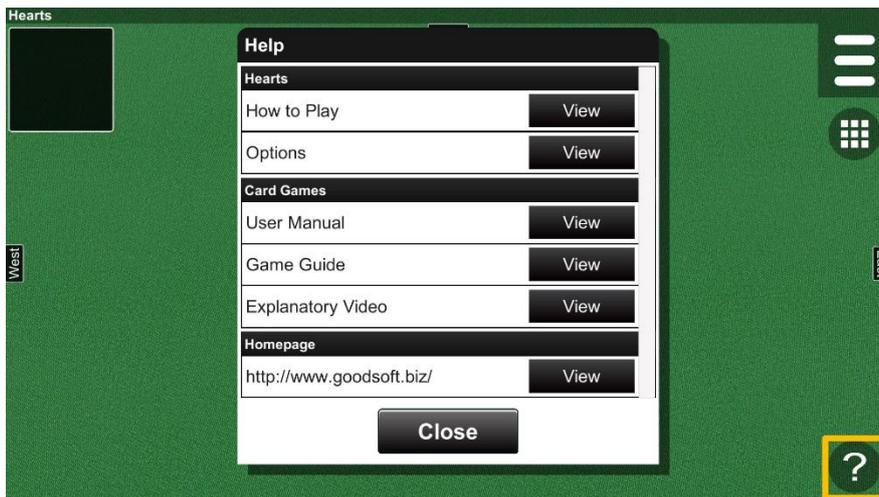


Figure 1-13 Help Dialog

## 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.

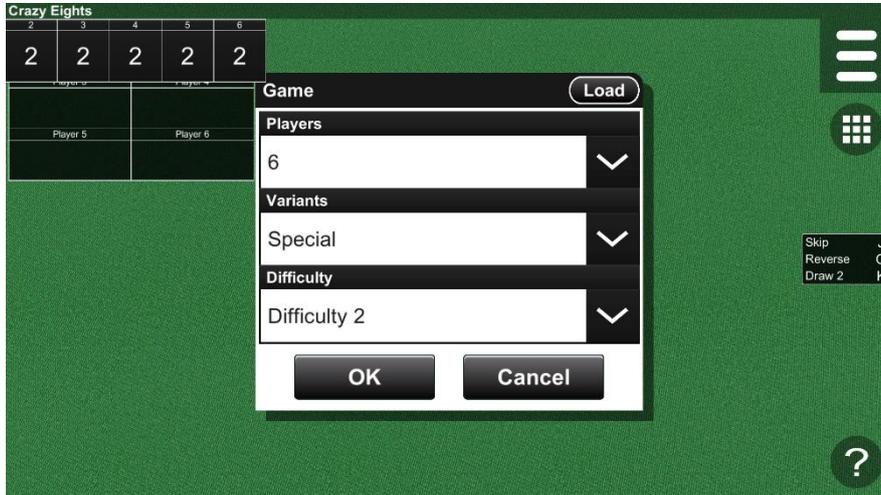


Figure 2-1 Game Dialog

### 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).

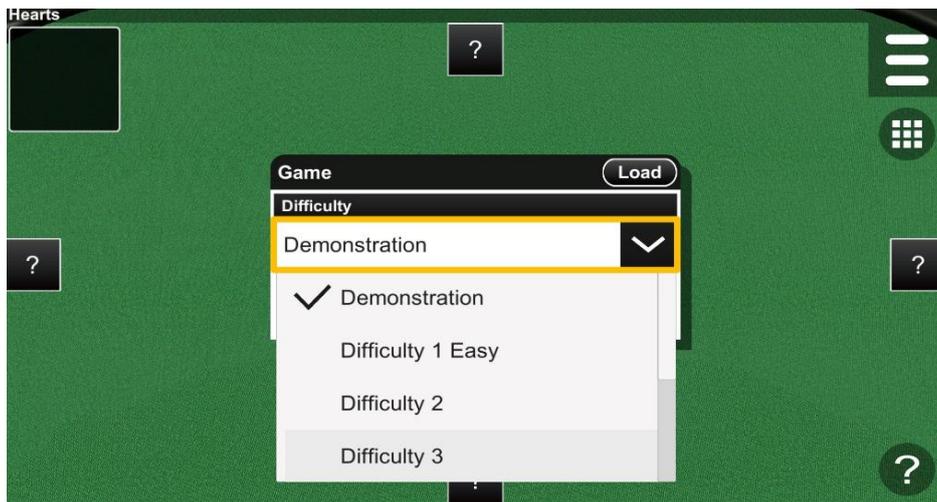


Figure 2-4 Demonstration

### 2.3 Loading Rules

You can load custom rules by pressing the Load button (Fig. 2-5).

(See [Chapter 6.1 Rules Options](#))

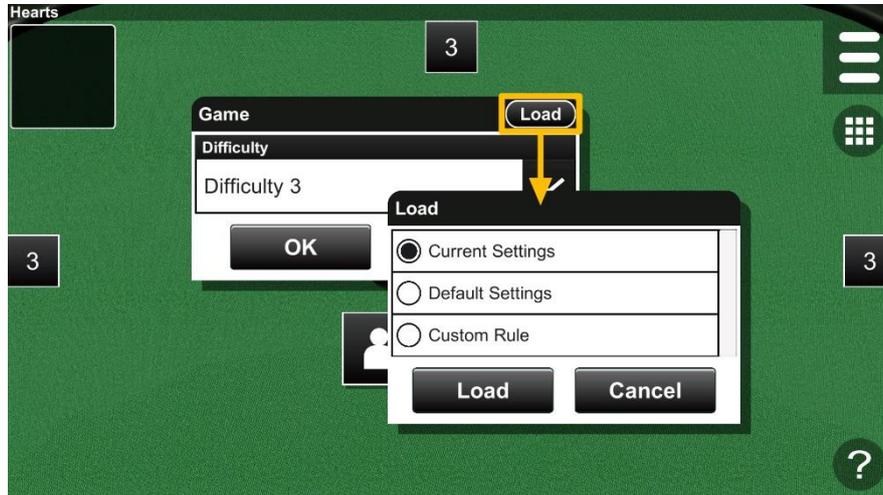


Figure 2-5 Loading Rules

### 3. Information Dialog

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



Figure 3-1 Information Dialog

#### 3.1 Rules Dialog

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



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.

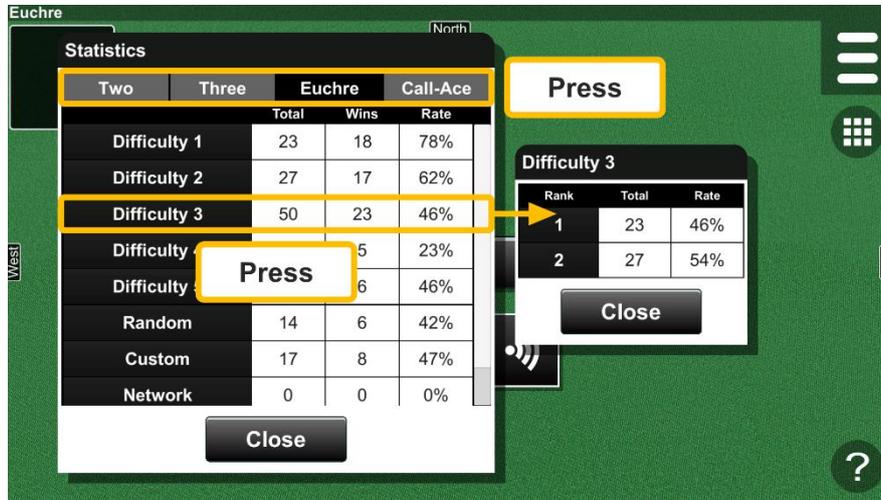


Figure 3-3 Statistics Dialog

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).

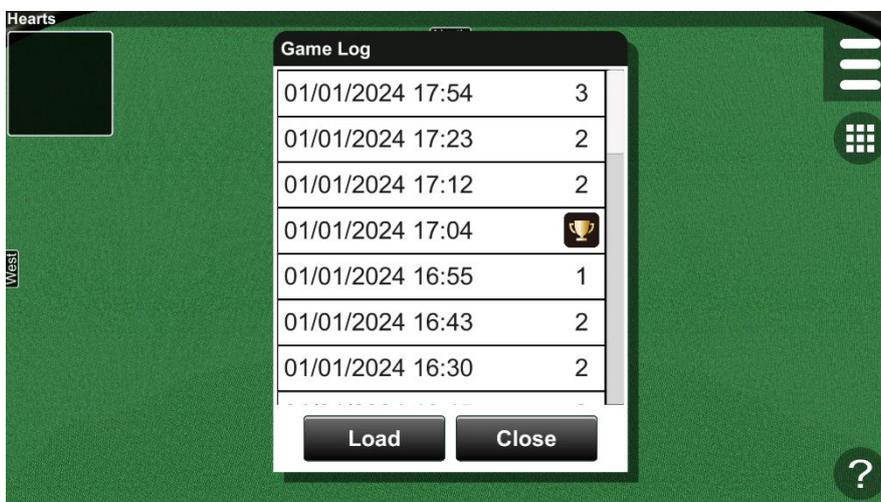


Figure 3-4 Game Log Dialog

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).

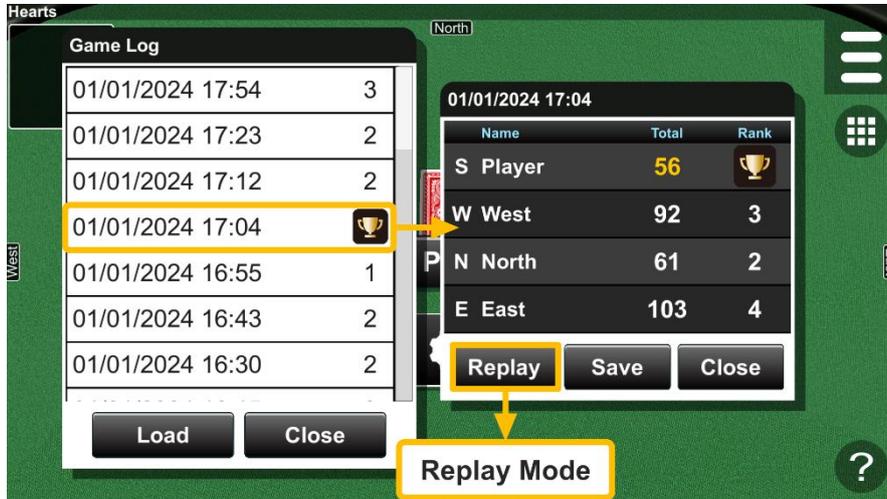


Figure 3-5 Result Dialog



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.

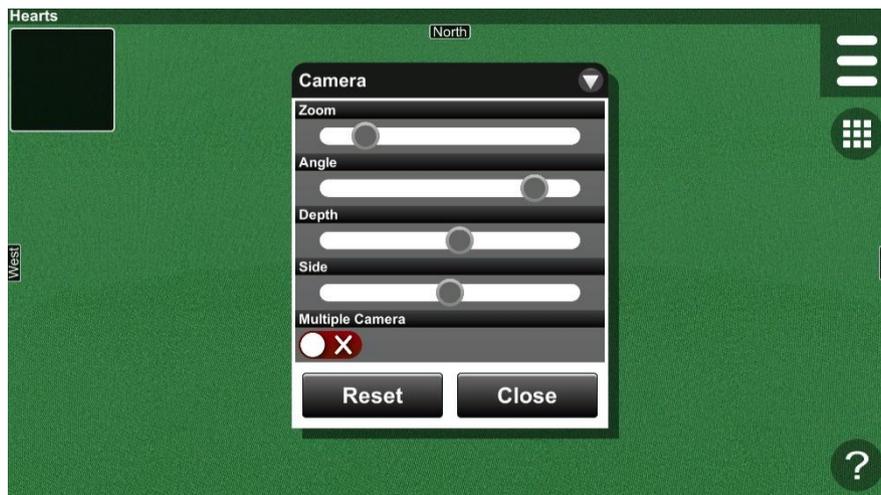


Figure 4-2 Camera Dialog 2

#### • Angle



- Depth



- Side



- Zoom



- 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.

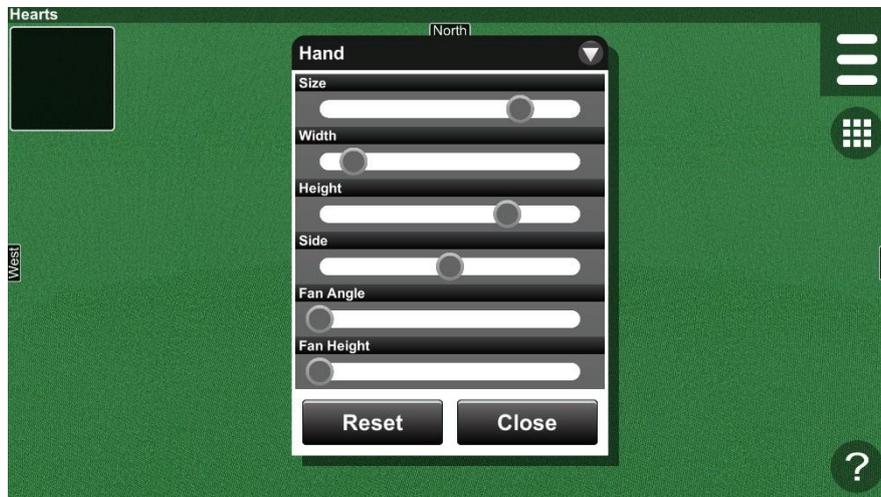


Figure 4-4 Hand Dialog

### • Size



### • Width



### • Height



• Side



• 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)

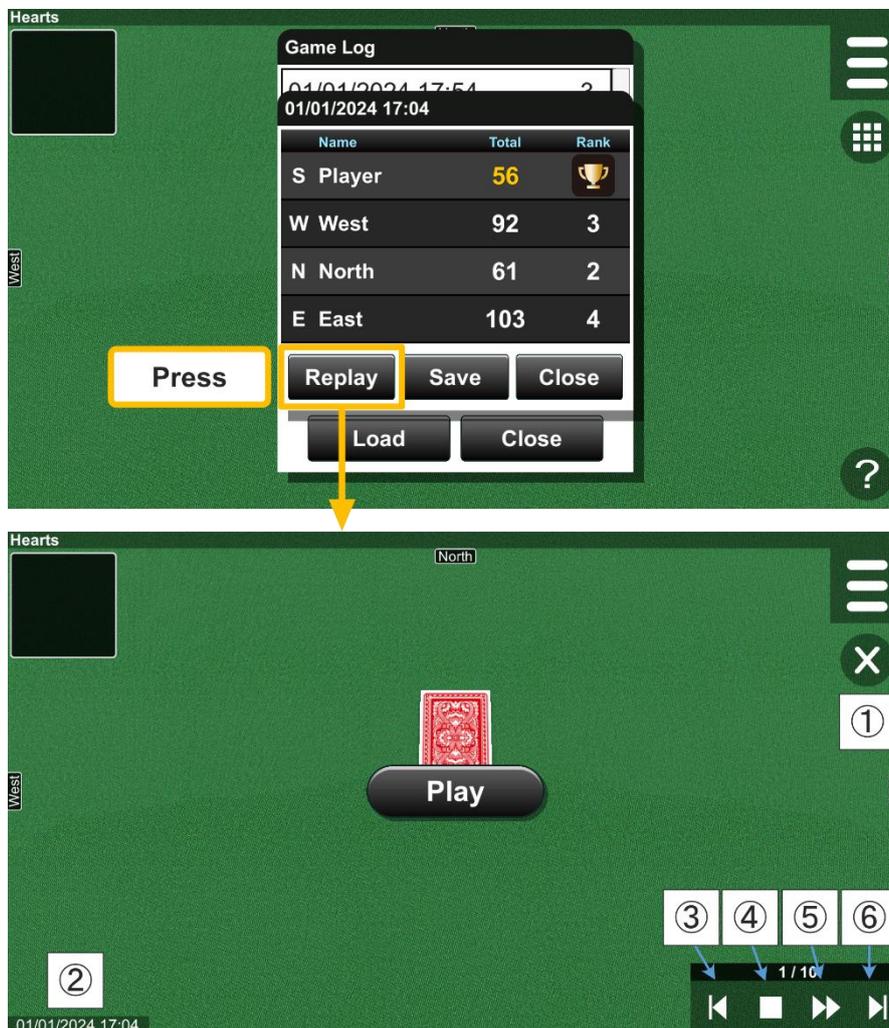


Figure 5-1 Replay Mode

- 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.



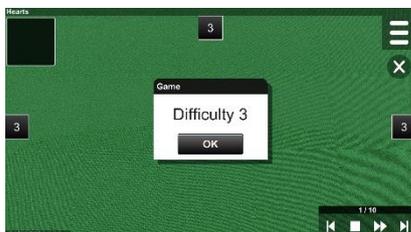
- You cannot change rules and cannot reset settings.



- 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           | ⑤ Pause/Resume Button    |
| ② Date Text             | ⑥ Next Button(One Step)  |
| ③ Back Button           | ⑦ Next Button            |
| ④ Back Button(One Undo) | 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.



Figure 6-1 Options Dialog

### 6.1 Rules Options

The Rules options are specific each game.

(See [Chapter 8 Common Options](#))

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.



Figure 6-2 Saving rules



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).



Figure 6-4 Updating and Deleting rules

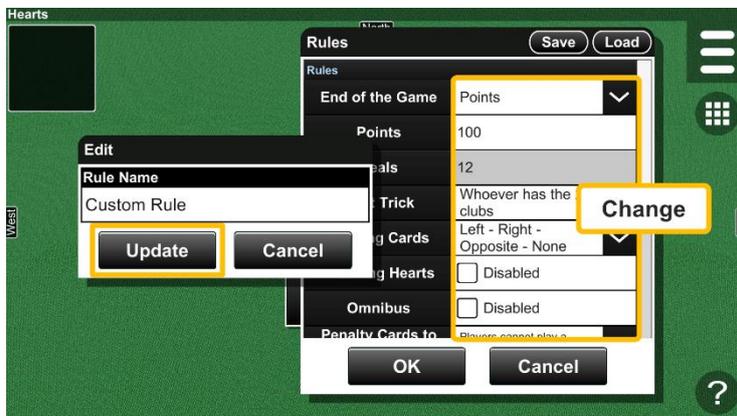


Figure 6-5 Updating rules

## 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.

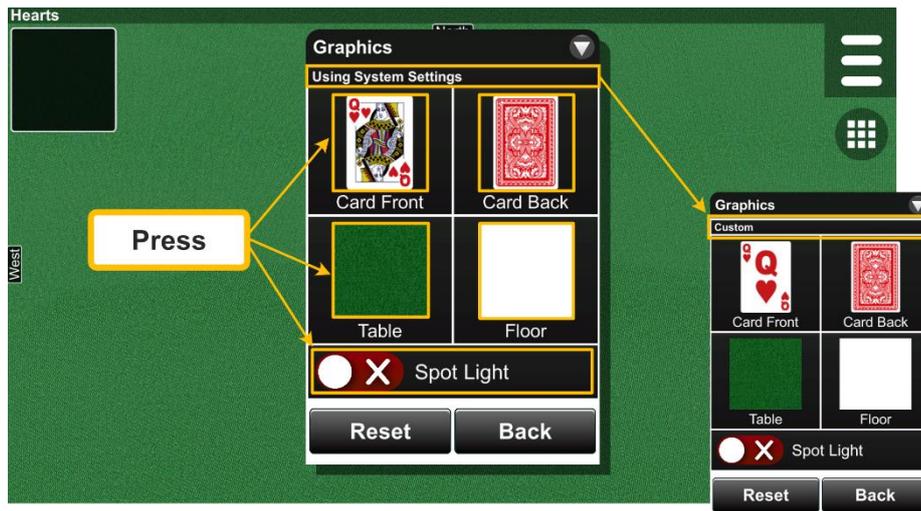


Figure 6-6 Graphics Dialog

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



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.

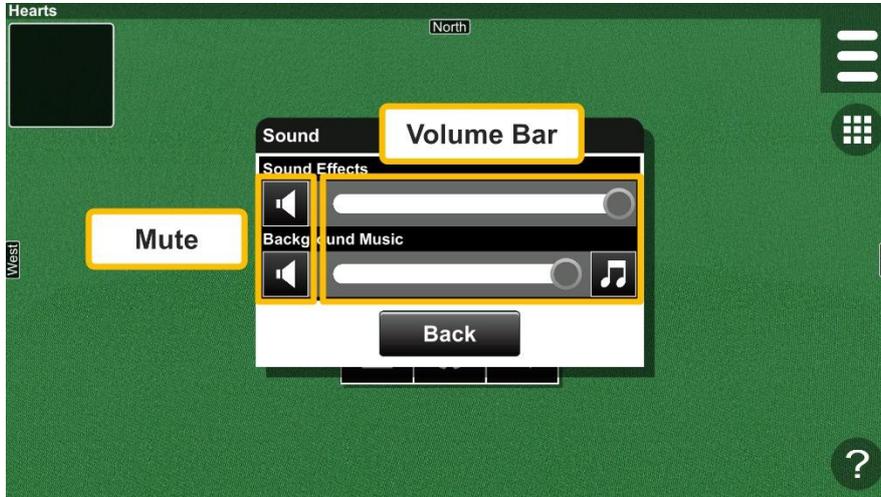


Figure 6-8 Sound Dialog

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).

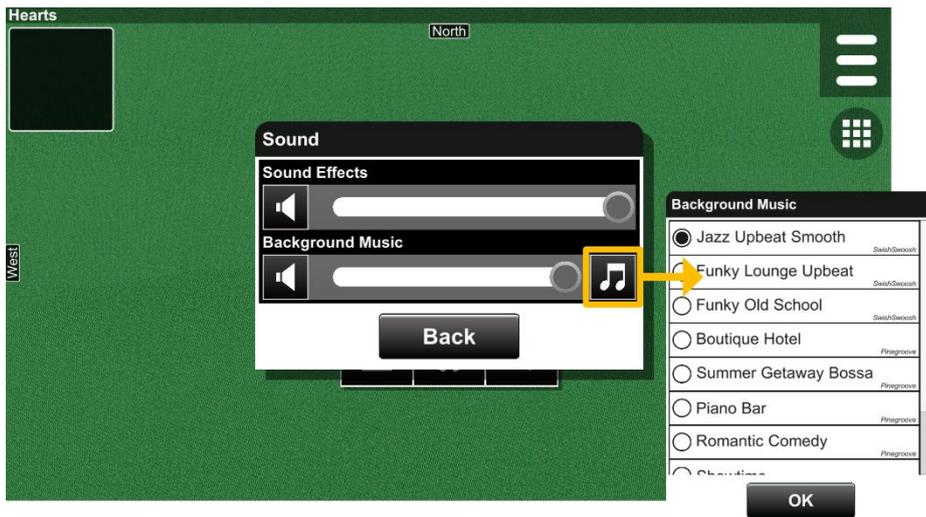


Figure 6-9 Background Music Dialog

## 6.5 System Options

<b>Player Name</b>	
Player Name	Set the names of players. If left empty, the default values are used.
AI Name	
Showing Names	Sets whether to display player names.
Font Size	Adjusts the font size of player names.
<b>Screen</b>	
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.
<b>Game</b>	
Graphics	Configures graphics settings applied to all games. ( <a href="#">See 6.3</a> )
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.
<b>Animation</b>	

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.
<b>Control</b>	
Swiping Up/Down	(See 6.5.1)
Swiping Left/Right	
Pinching In/Out	
<b>Hand Control</b>	
Swiping Up/Down	(See 6.5.1)
Swiping Left/Right	
Pinching In/Out	



Figure 6-10 Message Size

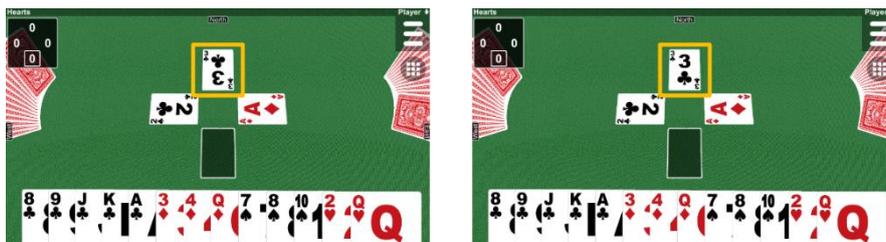


Figure 6-11 Inverted North Card

### 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.



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).



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.

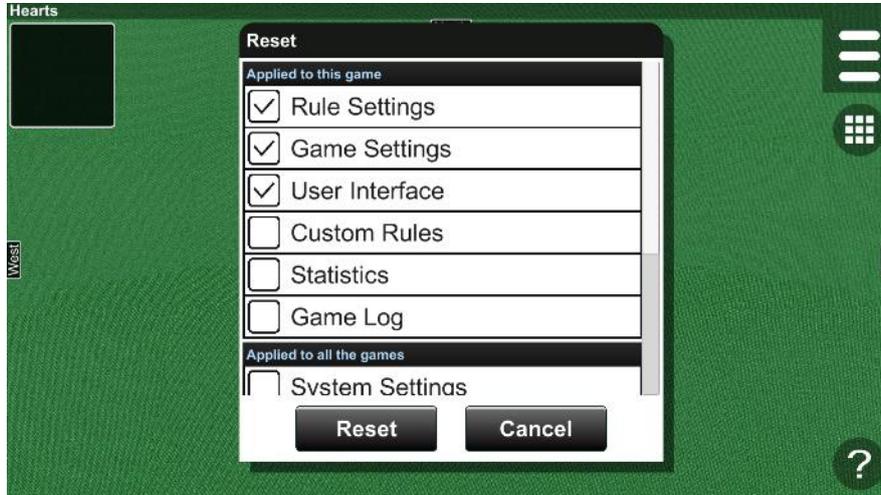


Figure 6-14 Reset Dialog

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	<ul style="list-style-type: none"> <li>• music settings</li> <li>• settings of the Game List dialog</li> <li>• an id and password used in the Multiplayer Dialog</li> </ul>
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.

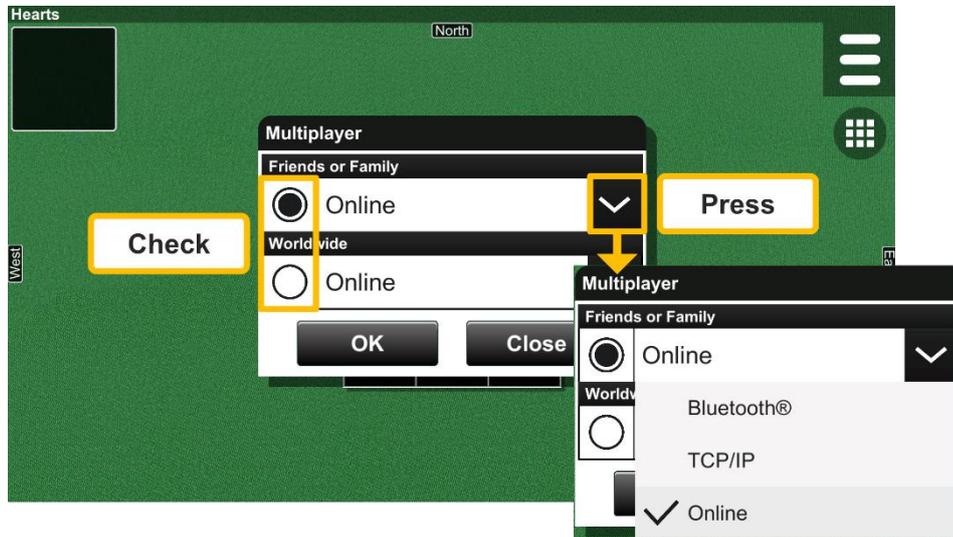


Figure 7-1 Multiplayer Dialog

### • 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.

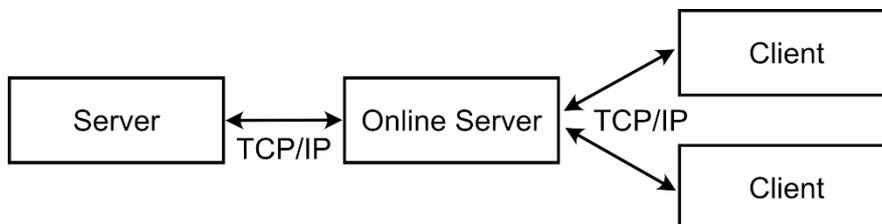


Figure 7-2 Online System

### • 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.



Figure 7-3 TCP/IP

- **Bluetooth®**

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



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).

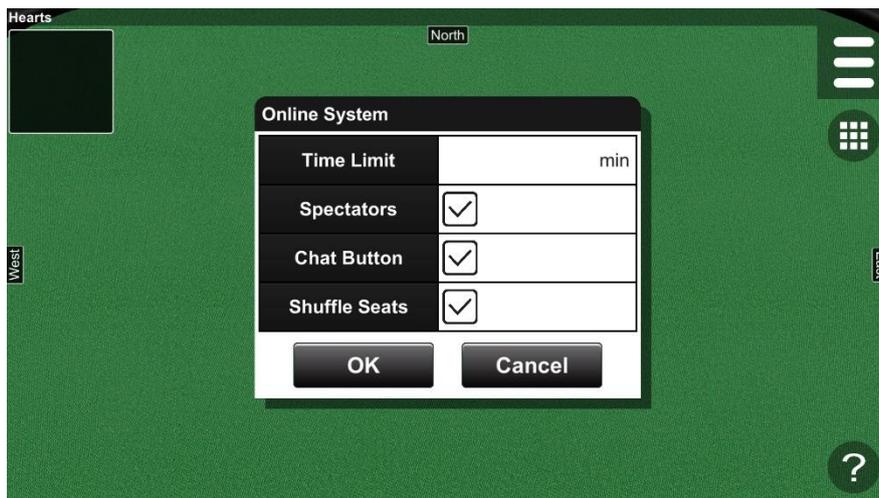


Figure 7-5 Multiplayer Settings Dialog

#### 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).



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.

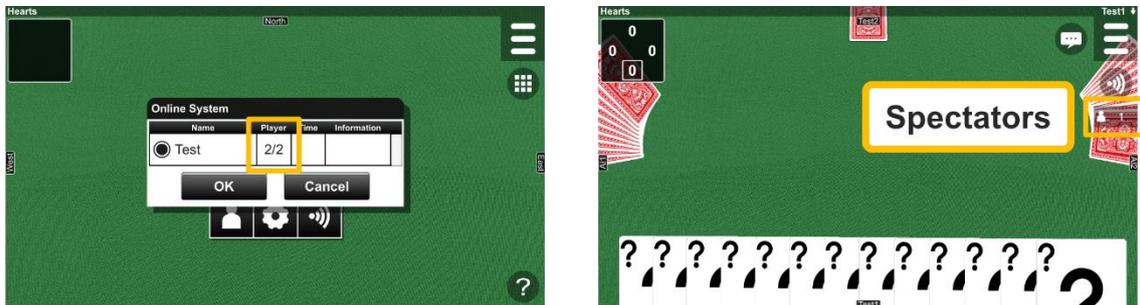


Figure 7-7 Spectators

## 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.

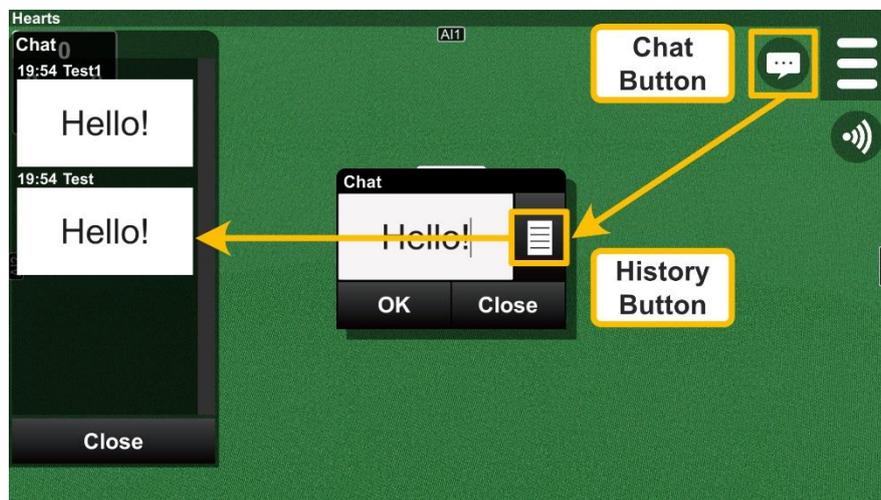


Figure 7-8 Chat Button

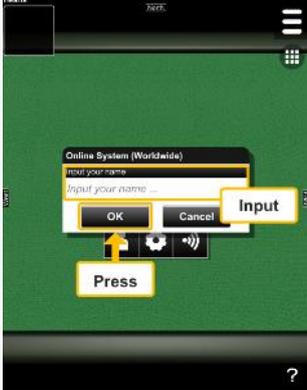
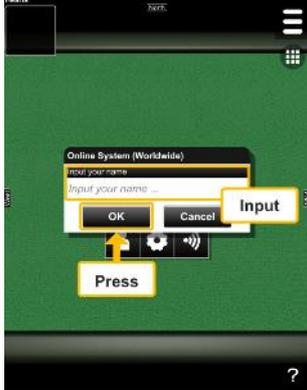
## Shuffle Seats

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.

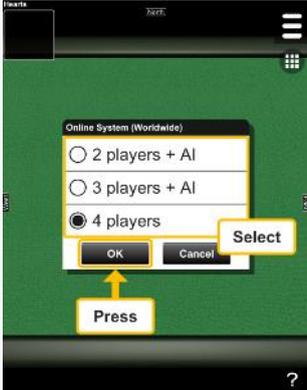
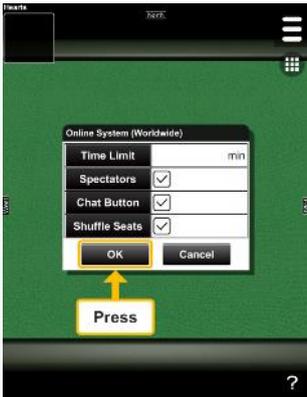
## 7.2 Multiplayer Games over Online

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.

### Online (Worldwide Mode) 1 to 3

	Server	Clients
<p>1 Select "Online" in the Worldwide drop-down list.</p>		
<p>2 Enter your name.  (This dialog is displayed only once.)</p>		
<p>3 Press the "Create" button.</p>		

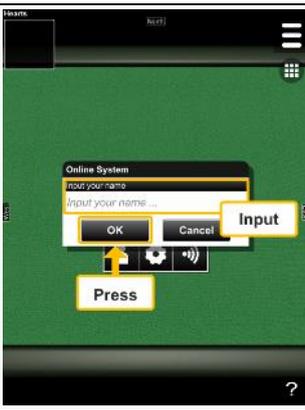
Online (Worldwide Mode) 4 to 7

		Server	Clients
4	<p>Select the number of players.</p> <p>(This dialog is not shown when there are only two players.)</p>		
5	<p>Set the settings.</p>		
6	<p>Wait for a connection from other devices.</p>		
7	<p>Select an item from the list and press the "Connect" button.</p>		

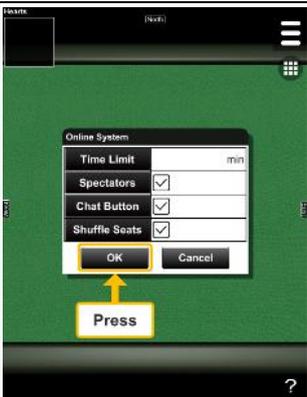
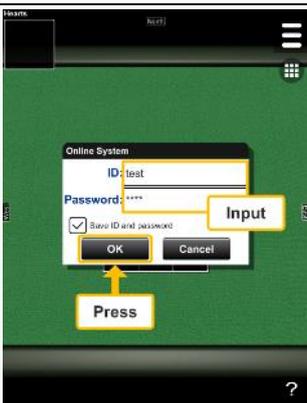
Online (Worldwide Mode) 8 to 11

		Server	Clients
8	Check the rules.		
9	Wait for a connection from other devices.		
10	Press the "OK" button. If you want to refuse a player, press the "Refuse" button.		
11	Press the "Play" button to start the game.		

Online (Private Mode) 1 to 4

		Server	Clients
1	<p>Select "Online" in the "Friends or Family" drop-down list.</p>		
2	<p>Enter your name.  (This dialog is displayed only once.)</p>		
3	<p>Select "Server" or "Client".</p>		
4	<p>Select the number of players.  (This dialog is not shown when there are only two players.)</p>		

Online (Private Mode) 5 to 8

		Server	Clients
5	Set the settings.		
6	<p>Enter an ID and password.</p> <p>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.</p>		
7	Wait for a connection from other devices.		
8	Enter the ID and password set on the server.		

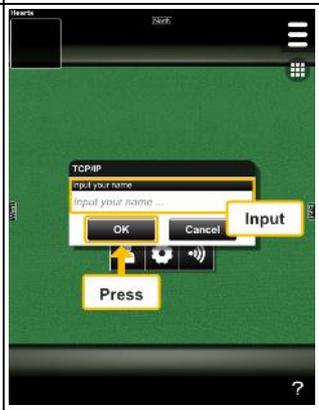
Online (Private Mode) 9 to 12

		Server	Clients
9	Select the item in the list and press the "OK" button.		
10	Wait for a connection from other devices.		
11	Set the seating.  (This dialog is not shown when there are only two players.)		
12	Press the "Play" button to start the game.		

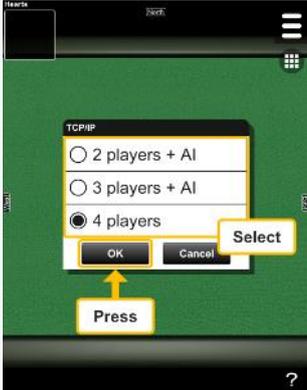
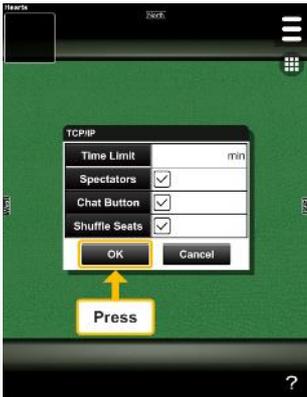
### 7.3 Multiplayer Games over TCP/IP

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.

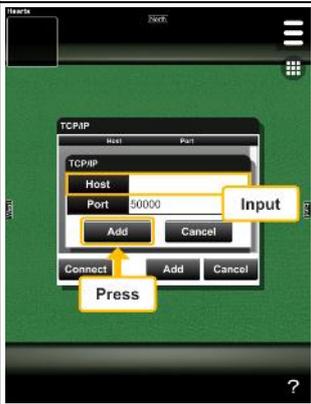
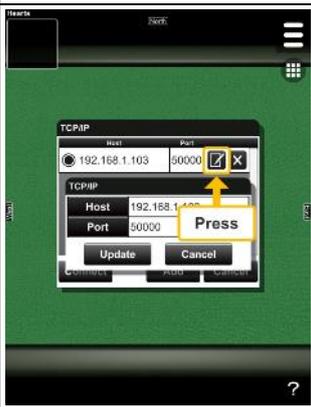
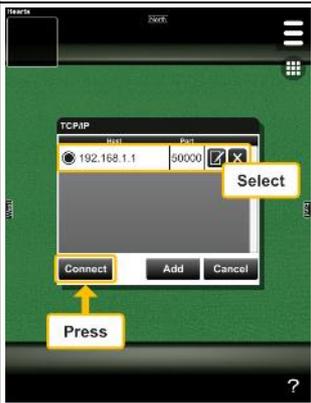
#### TCP/IP 1 to 3

	Server	Clients
<p>1 Select "TCP/IP" in the "Friends or Family" drop-down list.</p>		
<p>2 Enter your name.  (This dialog is displayed only once.)</p>		
<p>3 Select "Server" or "Client".</p>		

TCP/IP 4 to 7

		Server	Clients
4	<p>Select the number of players.</p> <p>(This dialog is not shown when there are only two players.)</p>		
5	<p>Set the settings.</p>		
6	<p>Wait for a connection from other devices.</p>		
7	<p>Press the "Add" button.</p>		

TCP/IP 8 to 11

		Server	Clients
8	Enter the IP address or the host name of the server.		
9	You can modify input data by pressing the "Update" button. (optional)		
10	You can delete input data by pressing the "Delete" button. (optional)		
11	Connect to the server by pressing the "Connect" button.		

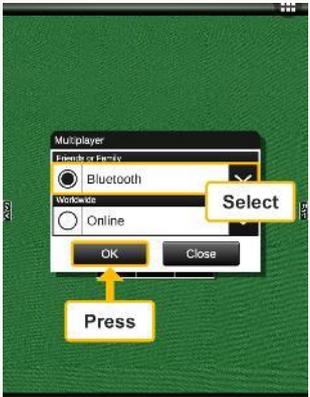
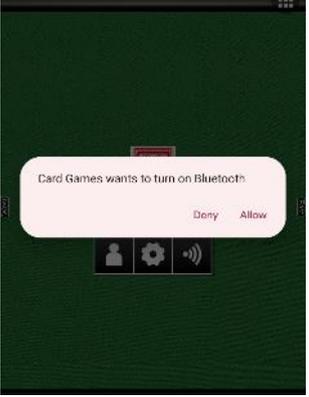
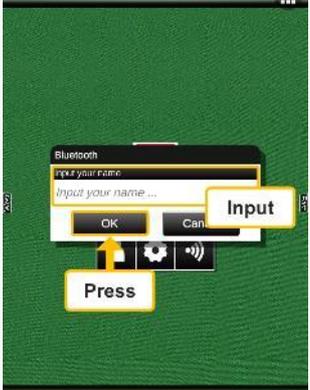
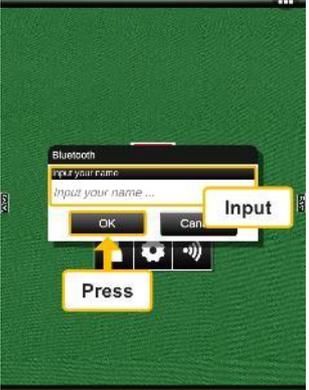
TCP/IP 12 to 14

		Server	Clients
12	Wait for a connection from other devices.		
13	Set the seating.  (This dialog is not shown when there are only two players.)		
14	Press the "Play" button to start the game.		

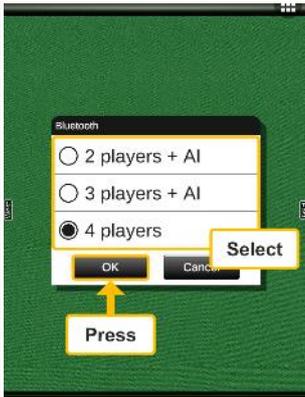
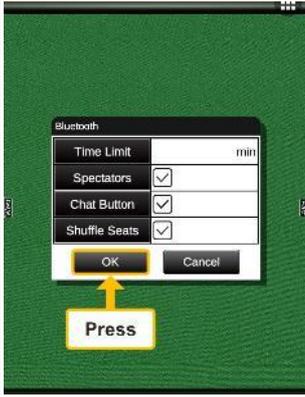
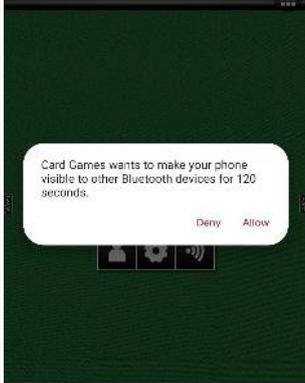
## 7.4 Multiplayer Games over Bluetooth®

Follow these steps to play multiplayer games over Bluetooth.

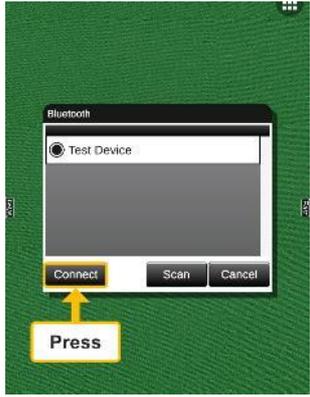
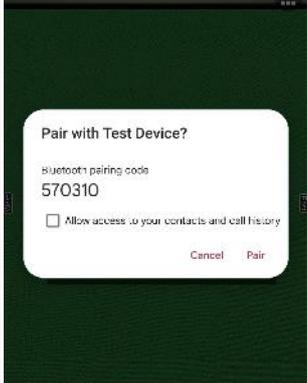
Bluetooth 1 to 3

	Server	Clients
<p>1 Select "Bluetooth" in the "Friends or Family" drop-down list.</p>		
<p>2 Enable Bluetooth.  (This message will not be shown if Bluetooth has already been enabled.)</p>		
<p>3 Enter your name.  (This dialog is displayed only once.)</p>		

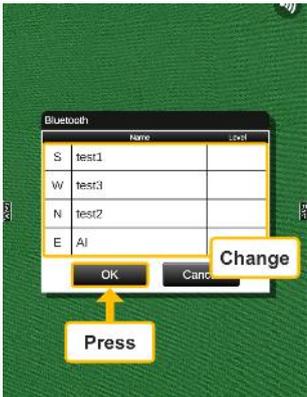
Bluetooth 4 to 7

		Server	Clients
4	<p>Select "Server" or "Client".</p>		
5	<p>Select the number of players.</p> <p>(This dialog is not shown when there are only two players.)</p>		
6	<p>Set the settings.</p>		
7	<p>Enable a discoverable setting.</p> <p>(The discoverable setting is not required if devices have already been paired.)</p>		

Bluetooth 8 to 11

		Server	Clients
8	Wait for a connection from other devices.		
9	Devices are searched by pressing the "Scan" button.		
10	Connect to the server by pressing the "Connect" button.		
11	Pair devices.  (This message will not be shown if devices have already been paired.)		

Bluetooth 12 to 14

		Server	Clients
12	Wait for a connection from other devices.		
13	Set the seating.  (This dialog is not shown when there are only two players.)		
14	Press the "Play" button to start the game.		

## 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.

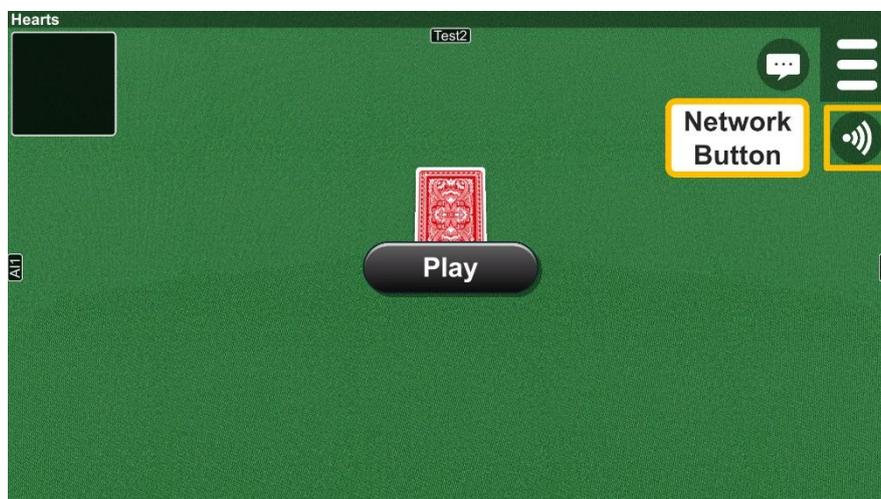


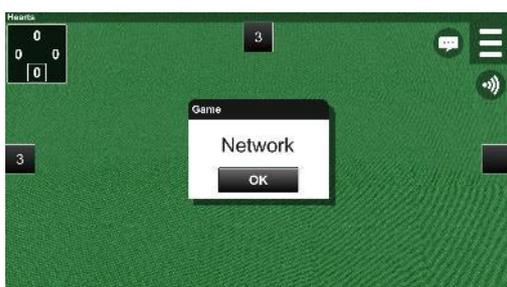
Figure 7-9 Multiplayer Mode

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

- Rules in the Rules dialog are changed to the rules of the server.



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



## 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).



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.



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 First Player	Sets the first player or dealer. If Clockwise is selected, the 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	<a href="#">(See 8.1)</a>
Rearranging Hand	<a href="#">(See 8.2)</a>
Hand Monitor	<a href="#">(See 8.3)</a>
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 <a href="#">(See 8.4)</a> .
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.



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).



Figure 8-2 Rearranging Hand 1



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).



Figure 8-4 Hand Monitor

### 8.4 Net Level

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

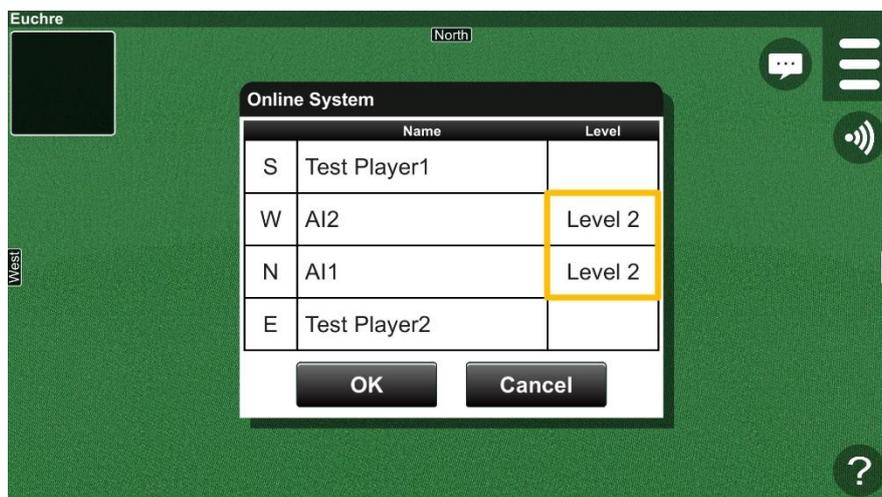


Figure 8-5 Net Level

## 9. Solitaire

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



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 • advertisements
ACCESS_NETWORK_STATE	
ACCESS_WIFI_STATE	
AD_ID	• connecting and paring over Bluetooth
BLUETOOTH_SCAN	
BLUETOOTH_ADVERTISE	
BLUETOOTH_CONNECT	

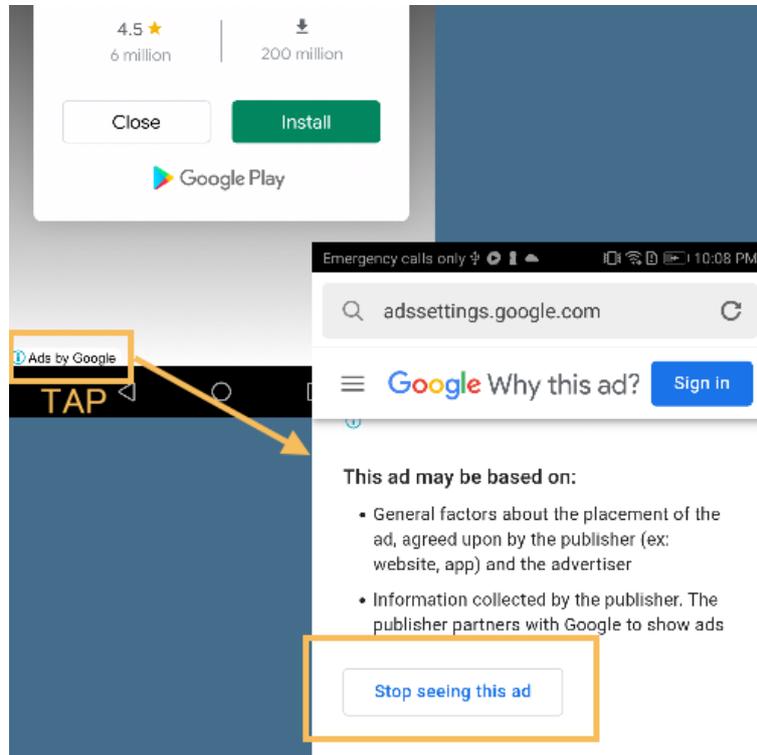
### • Ads

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



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.



Blocking Ads

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### **Software License Agreement**

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Advertisements from Admob are displayed in this application. We are not involved in displaying advertisements and cannot answer inquiries about their contents.

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This application cannot be embedded in other applications or devices.

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