

# *EUCHRE HELP*

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## What's New!

### New in Version 4.0.4

Added hourglass mouse pointer change after a click on the RePlay or Review button after a hand to acknowledge the click. The button is fussy and doesn't always pick up on the click when it should. Fixed and tweaked many small logic and discard "bugs" found while playing. Most of them won't make any difference in actual play, but fixed them anyway. Added a few more reasons for Learn Mode due to those changes.

### New in Version 4.0.3

Fixed a somewhat critical bug if using the keyboard for "y/n", suit choices, and card choices that would launch the program into a frenzy. Added a "Euchred when called a Loner" stat (yes, it happens...at least with the computer players). Added the "*Keep Playing with 9 points*" option under the End-It-Early option to continue the hand even with nine points if the calling team still has a chance at all five tricks...even though they don't need the two points to win the game. This is just to see if all five tricks would be won. And as always, fixed and tweaked several small logic and operational "errors" that were discovered during recent play.

### New Graphics Available

I developed some new graphics files for both the card faces and the card backs. These are available at [euchreusa.com/support](http://euchreusa.com/support) for download. Once downloaded and installed they are accessible on the *Options – Colors & Decks* menu. Click the folder icon for either "card faces or "deck groups" to see which files are available. If you have any suggestions for other themes, let me know.

### New in Version 4.0.2

Fixed bug looking for optional decks and card faces. Added options to Pause after each Hand (in addition to the already-existing Pause after each Trick) and to Give more time before dealing next hand. Both to allow more time to decide if a RePlay is desired and to click the button.

### New in Version 4.0

#### **Graphics! Exceptionally Improved Graphics!**

The biggest complaint/request has been bigger, better graphics. The new graphics make the old version look painfully small. These will look good even on a 4k monitor.

#### **Rules! Rules and Options!**

Added many rule options. Many common ones and some off-the-wall rare ones. Options for partner playing preferences, and other options for general game operations. An option to even allow the computer players to cheat a bit was added since so many thought they did anyway. Good luck beating them now!

What's not here is online play. You're stuck with playing the computer for now.

### New in Version 3.2.6

Removed references to PO Box for mail-in registrations. Mail-in registrations will only be made by first requesting my USPS address by e-mail first. The cost of the PO Box vs. number of registrations just got too high.

Verified the program works with Windows 11 (v3.2.5 also works).

### New in Version 3.2.5

Changed the Setup & Euchre program to correctly identify the version of Windows through 8.1 and to use the proper installation and data folders.

### New in Version 3.2.4

#### **Don't Allow Partner to Go Alone...Ever!**

Added the option not to never allow your partner to go alone. This was from a suggestion. They did not like the way the partner played when going alone. They also suggested to add the option to play the partner's hand if they were going alone. I will try to incorporate that suggestion, but in the meantime, this option will have to suffice.

### New in Version 3.2.3

Changed the Setup & Euchre program to test for Windows 7 & Windows 8 and to use the proper installation and data folders.

## New in Version 3.2.2

### No Bower Flashing Option

Added the option not to "flash" the bowers when played if no sound was chosen or no sound card was detected. This is a toggle on the Colors Menu and also available in the Options Screen.

## New in Version 3.2.1

### Options Screen

From the file Menu, Choose 'View All Options...' and all rule and game playing options appear in one place. Colors, sounds, and music, are not available on this screen.

### Never Order Bower into Your Hand

This is under the Players Menu – Partner, and also on the new Options Screen. This setting will tell your partner to never order the [bower](#) into your [hand](#) if you are the dealer and it is the turned card. This setting is for players who don't want their [Loner](#) ruined by a silly partner.

### Kicked Message Rating

Added the option from the Rules Menu and on the new Options Screen to control the message you receive when you win big or lose badly. The choices are G-Rated ("Booty"), PG-Rated, ("Butt"), and PG-13 Rated. This also shows on the Statistics Screen. The default is the PG rated version.

### Updated for Windows XP & Vista

Changed the location of the euchre.ini file from Program Files to Documents and Settings. This follows the recommendations to put user files in the Documents and Settings folder. This way, a 'standard' or 'normal' user can access the file and save settings. The installation routine was updated also to put the files in the proper places. The font is better recognized on most systems so a reboot won't be necessary to play the game after initial setup. Removed the need for scripting files to hopefully avoid the dreaded 429 error.

### Logic and Other Small Improvements

As always, there are always tweaks in the playing logic and other small improvements throughout the program.

## Shareware & Registration

This program is released as Shareware. To find out more about Shareware select the Shareware Concept item. If you have not yet Registered, please review the Registration Process and the Benefits of Registration.

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## Shareware Concept

### ABOUT SHAREWARE AND THE USE/DISTRIBUTION OF THIS SOFTWARE

Shareware is the old-school name that is similar to the ad-free apps that are prevalent today for phones and tablets. This shareware has no ads, but registering is similar to paying for the ad-free and fully-functioning app version of your favorite game.

Shareware distribution gives users a chance to try software before buying it. If you try a Shareware program and continue using it, you are expected to register. Individual programs differ on details - some request registration while others require it, some specify a maximum trial period. Along with the registration, you get anything from the simple right to continue using the software to an updated program with a printed manual.

Copyright laws apply to both Shareware and Commercial software, and the copyright holder retains all rights, with a few specific exceptions as stated below. Shareware authors are accomplished programmers, just like commercial authors, and the programs are of comparable quality. In both cases, there are good programs and bad ones! The main difference is in the method used in the distribution. The author specifically grants the right to copy and distribute the software, either to all or to a specific group. For example, some authors require written permission before a commercial disk vendor may copy their Shareware.

So, Shareware is a distribution method, not a type of software. You should find software that suits your needs and pocketbook, whether it's commercial or Shareware. The Shareware system makes fitting your needs easier, because you can try before you buy. And because the overhead is low, prices are low also. Shareware has the ultimate money-back guarantee - if you don't use the product, you don't pay for it.

You are granted a license to try this program for a period of **30** days. If you continue to use this program after the trial period is over you are encouraged to [register](#) by sending the [registration form](#) with remittance or by [registering on the internet](#). By registering, you will receive the latest version of the program with the ability to **Save ALL Settings** and no countdown timer on the closing screen.

This program may not be sold in any form without the express written consent from Richard Gardner. If you distribute this program to friends or to a shareware website, you **\*MUST\*** do so under it's given name with all files in their original form!

Please feel free to distribute the shareware version to anybody and everybody. If you do distribute the shareware version, keep all files in their original form with the program. If you do register, however please keep that copy to yourself. I worked many hours on this program (as my wife will testify) and I believe that it is a quality program and I would appreciate some compensation.

## Registration Process

To Register you can do any one of the following:

### 1. THE CHEAP OPTION!

Send payment by PayPal ~ Get a link via e-mail to a [zip file](#) for download.

Go to [www.euchreusa.com/register](http://www.euchreusa.com/register) and click on the PayPal link there and send a payment of **\$11.50** to [register@euchreusa.com](mailto:register@euchreusa.com). The last name for verification is **Gardner**. Provide your e-mail address and you will receive via e-mail a link to download a zip file that has a setup.exe file that will install the **Registered** Version of the latest edition of Euchre personally registered to whomever you designate (perfect for gifts!). File size is under 20MB so download time is usually short. You can provide any e-mail address (i.e. work e-mail) to receive the link. Please do not violate any company rules about receiving non work related items via e-mail...I wouldn't want anyone to get in trouble. This is the cheap option because I don't have to cash a check or prepare a CD for the post office to mail!

### 2. Send payment by [PayPal](#) ~ Get a CD via [snail mail](#).

Go to [www.euchreusa.com/register](http://www.euchreusa.com/register) and click on the PayPal link there and send a payment of **\$15.00** to [register@euchreusa.com](mailto:register@euchreusa.com). The last name for verification is **Gardner**. Provide your snail mail (USPS) address and you will receive via mail a CD with a setup program to install the **Registered** Version of the latest edition of Euchre personally registered to whomever you designate (perfect for gifts!).

If you live outside the U.S. or Canada, please add **\$5.00** for shipping.

### 3. Send a check by [snail mail](#) ~ Get a link via e-mail to a [zip file](#) for download

First, you will need to send me an **e-mail** telling me you'd like to register for euchre and pay by check. I will e-mail you back with the USPS address to send the physical check. Send a personal check, a cashier's check, or a money order in the amount of **\$14.00** payable to **Richard Gardner** along with your e-mail address to the physical USPS address I send you.

You will receive via e-mail a link to download a zip file that has a setup.exe file that will install the **Registered** Version of the latest edition of Euchre personally registered to whomever you designate (perfect for gifts!). File size is under 20MB so download time is usually short. You can provide any e-mail address (i.e. work e-mail) to receive the link. Please do not violate any company rules about receiving non work related items via e-mail...I wouldn't want anyone to get in trouble.

You can print out a [registration form](#) and mail it to me. Don't forget to include **your e-mail address!**

### 4. Send a check by [snail mail](#) ~ Get a CD via [snail mail](#).

First, you will need to send me an **e-mail** telling me you'd like to register for euchre and pay by check. I will e-mail you back with the USPS address to send the physical check. Send a personal check, a cashier's check, or a money order in the amount of **\$18.50** payable to **Richard Gardner** along with your e-mail address to the address I send you.

You will receive via snail mail a CD with a setup program to install the **Registered** Version of the latest edition of Euchre personally registered to whomever you designate (perfect for gifts!). You can print out a [registration form](#) and mail it to me. Just Print it and fill out the necessary information.

If you live outside the U.S. or Canada, please add **\$5.00** for shipping.

### 5. Previously Registered.

If you have previously registered and want to **upgrade** to the latest version, please go to [www.euchreusa.com/upgrade40](http://www.euchreusa.com/upgrade40) to see discounted prices. Some information will be needed to verify a previous registration and to honor the discounted pricing. This is only fair to the ones who have previously registered.

### 6. Other Payment Options.

I can accept **Venmo** for payment in lieu of PayPal. Even though an account is not needed to use PayPal for

payment, if you would like to use **Venmo** for payment instead, send me an e-mail and I will give you the payment details.

## Benefits of Registration

- The ability to **Save ALL Settings** (Colors, Options, Rule Settings, etc.). The Shareware version has limitations on what options are saved. The Registered Version has no limitations and saves **ALL** Options and Rule Settings so they don't need to be selected each time.
- **No Timer Screen** at the end of the game. You will be able to exit immediately once the closing screen has displayed.
- A personalized copy of the game with your name on the closing screen.
- The feeling of knowing you're doing the right thing. 😊
- Helping to continue the effort to add more features and options. The more registrations I get, the more I will be inclined to add requested features

## Registering on the Internet

You can Register via the Internet by going to [www.euchreusa.com/register](http://www.euchreusa.com/register) and using [PayPal](#) by clicking on one the links provided there. If you have an internet connection, you can get the my website by clicking on the *Register on the Web* item under the Help Menu or the link above.

Paypal accepts Visa, Discover, and Mastercard. Once you have signed up for PayPal (although an actual PayPal account is **not** required to send money) and sent a payment to ***register@euchreusa.com***, I will receive an e-mail telling me you have paid. I will then spring into action getting you your link e-mailed to you for your personalized copy of the Registered Version of the program or getting the CD ready to send via [snail mail](#) for whichever option you choose. I will send an e-mail confirmation that I got notice of your payment and give you information on when your CD will go out.

If you are adverse to PayPal and would like to purchase via **Venmo** or Zelle, I am open to that. Send me an e-mail and I will send you payment information.

If you have any questions about the online registration, send me an e-mail at [support@euchreusa.com](mailto:support@euchreusa.com) and I will try to answer them for you.

# Registration Form

===== EUCHRE REGISTRATION FORM v4.0.4 =====

Remit To: Richard Gardner Date: \_\_\_\_\_  
(Send e-mail first to obtain physical USPS address)  
(Send the payment after receiving the address via e-mail)

\* CD mailed out via U.S. Postal Service: **\$18.50** \$ \_\_\_\_\_

\* Euchre.zip file link e-mailed: **\$14.00** \$ \_\_\_\_\_

Registered Version includes the ability to save **ALL** settings  
and has no Timer on the Closing Screen.  
Improvements and Upgrades are constantly being made and this  
will be the latest version of the game available.

\* Shipping Fees are included if mailed in the USA or Canada.  
[ ] **Within** the USA or Canada: \$0.00  
[ ] **Outside** of USA or Canada: \$5.00 \$ \_\_\_\_\_

\* Payment Method:  
[ ] Check [ ] Money Order [ ] Cash [ ] Postal M/O  
(Cash is accepted, but it is advisable not to send cash  
through the mail. Personal Checks and Money Orders are  
the preferred payment method.)  
SUB-TOTAL: \$ \_\_\_\_\_

\* No. of Copies (\_\_\_\_\_) X Sub-Total TOTAL: \$ \_\_\_\_\_

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NOTE: If payment is made by Postal Money Orders - They MUST bear the  
U.S. Currency (\$) symbol or they will be returned. I can not  
cash out of USA Money Orders without this marking!!

=====

\* Ship To:  
Name: \_\_\_\_\_  
Address1: \_\_\_\_\_  
Address2: \_\_\_\_\_  
City, State, Zip: \_\_\_\_\_

\* e-mail address: \_\_\_\_\_

Any Comments?: \_\_\_\_\_

Comments and Suggestions can also be sent to: [support@euchreusa.com](mailto:support@euchreusa.com)

Where was the Shareware Version first found?: (website name,  
Shareware collection disc, friend, etc.) (for my curiosity only!)

Thank You For Registering!

## Differences Between Shareware and Registered Versions

The Shareware Version is a quality game. Mouse and keyboard input are supported and all but two menu choices are available (Skip opening Splash Screen and Auto Exit Closing Splash Screen). The only differences are that selected rule options, colors and game speed are **NOT** saved (however, player information and statistics as well as user-specified sound and music files **ARE** saved) and the Shareware Version also has a reminder screen with a countdown timer at the end of the game that gives information on registering.

The choice to not save all settings was made as an incentive to persuade people to register the program. I'm not sure this is the best choice, but I couldn't think of any better method. This allows all the features to be available and tested, but becomes annoying that they have to be re-set every time.

I apologize to the honest people.

## Already Registered!

### Thank you for Registering!

Please do not distribute your registered version. If you think someone else would like to try this game, please give them the Shareware version you either already downloaded or point them to [www.euchreusa.com](http://www.euchreusa.com). They will need some unzipping program (built into the latest versions of Windows) to unzip the file to get the actual euchre setup files. (Pkunzip.exe may be found on most online services and bulletin boards or contact your local computer guru to help you out.) Unzipping capabilities are built into Windows XP and beyond.

E-mail comments and suggestions to: [support@euchreusa.com](mailto:support@euchreusa.com)

I try to answer e-mail within 24 hours, but sometimes it might take a little longer either due to timing of the mail or just a busy schedule. If you provide a suggestion I incorporate into a newer version, I will get you the upgrade free of charge. Others will be charged a fee to upgrade that is less than a new registration.

## General Program Features

The program contains several unique features that set it apart from the competition. Other features are common to other programs, but essential for game play.

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## Opening & Start Screens

The opening screen is a random placement of cards. Only the cards used for euchre are shown. Press any key or click a mouse button to move to the main start screen. After about one minute, the main start screen will appear whether a key or mouse button was pressed or not.

The opening sound is normally played when starting the Euchre game. If the Shift key is held down while starting, the sound will be skipped. There is an option on the General Tab of the Options screen to turn the sound off without needing to hold the Shift key each time.

The main start screen shows the current player (default is the previous player or Guest upon first play) and has instructions on how to set options or change players from the Pull-down menus. The menu choices may then be selected by either picking the item with the mouse or pressing the key of the underscored letter in combination with the Alt key. The screen also tells about the right mouse button and F2 quick-help feature.

Press any key or click the mouse anywhere other than the menus to start the game with the current options.

If a New Game is started, the main start screen will be displayed where options or players can be changed.

## Trump Suit Icon

**This is actually one of the best features of the game!** After trump has been ordered or named, a spot appears on the turned card and the trump suit icon is placed in the spot. This readily tells you what the trump suit is at any time.

Not only is the trump suit icon in the spot; if you notice the placement of the icon, **it is placed towards the player who named trump**. This graphical representation of the trump suit and which player named trump provides amazing clarity. If the icon is to the left, your opponent on your left called trump. If the icon is at the top of the spot, your partner called trump, etc. After a few minutes of playing, it will become quicker and easier to recognize what is trump than to have it written in text. No more searching for text descriptions of player names and trump suits and making the mental jump to where the named player is or what the named suit looks like.

**New in v4.0!** If the caller is going Alone, a "+" is added on the suit icon.



The Player to your Left Picked up Hearts which was the turned suit.



Your partner called Spades after Diamonds was Turned Down.



The Player to your right is Going Alone in Clubs after Hearts was turned down.

## Review Last Hand

This is another great feature of the program!

After each hand, a **Review** button appears in the lower right portion of the screen (along with a **RePlay** button). This button remains on until the next hand starts being dealt. During this time if the button is clicked or the '**R**' key pressed, the cards played during the last hand and the Kitty will be displayed for review. If in Endit Mode and some tricks weren't played, a spot appears on that trick to signal the cards in these hands were not played in any order. The order of the cards in the other tricks can be determined by which card is on top of the others. The last card to be played in each trick is on top of the pile. If someone went alone, the unplayed hand is displayed along with a Swap button to view the Kitty if you wish. If the "Get Partner's Best" option is set and a trade of cards actually occurred, a "\*" will appear on the cards that were traded. One in the UnPlayed hand and the other somewhere in the tricks where the "best" card was played.

If Alt-PrintScreen is pressed while the hands are displayed, a copy of the screen is copied to the clipboard. This can then be pasted into almost any program as a bitmap image. If you think you spot an error in logic, you can paste this image into a document and e-mail it to me explaining the stupid play the computer just made and offer suggestions on how to prevent it. Also the File Menu Item, "Save Current Hand for Analysis" offers a better way to save the hand and send it for analysis.

While in "Review Mode", the **RePlay** button can be selected to RePlay the last hand.

The Review Button appears for only a few seconds after each hand in the lower right corner of the window. Once it's off the screen, the option to Review the hand is gone.



## RePlay Last Hand Added in v4.0!

After each hand, a **RePlay** button appears in the lower right portion of the screen (along with a **Review** button). This button remains on until the next hand starts being dealt. During this time if the button is clicked or the 'P' key is pressed, the player is asked if they would like to RePlay the last hand.

The same cards are dealt and the hand is replayed, but **no points** are scored or lost either way. This is to see if playing a hand differently could change the outcome. Note that the computer players might also change the way they play.

The RePlay Button appears for only a few seconds after each hand in the lower right corner of the window. Once it's off the screen, the option to RePlay the hand is gone.



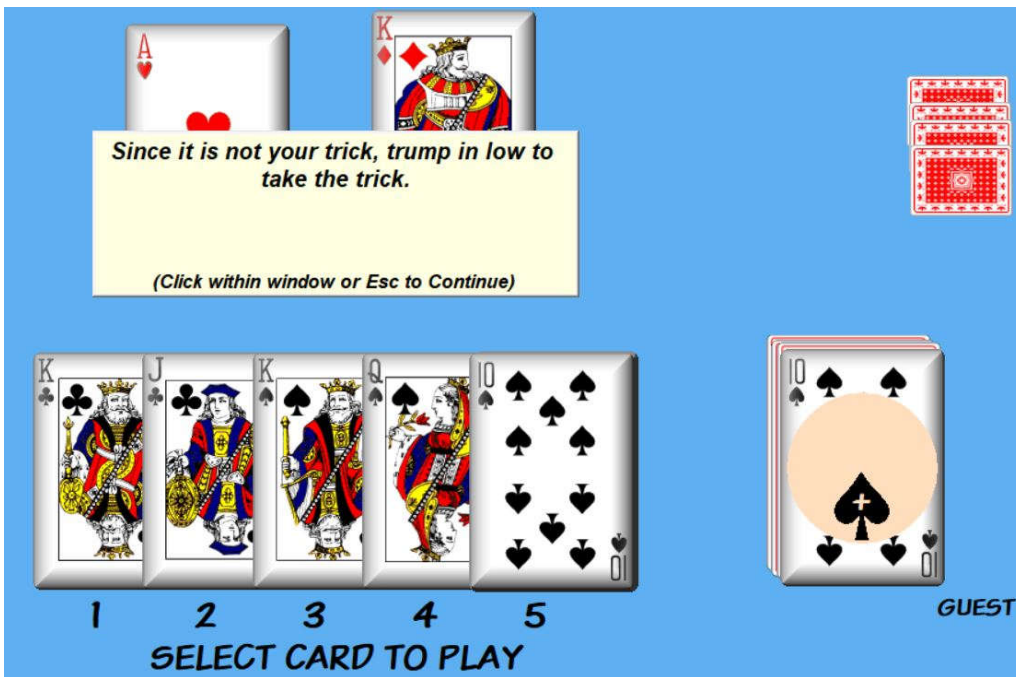
## Playing Help & Suggestions

At most any prompt during play, **Quick-Help** can be obtained by clicking the right mouse button or pressing the **F2** key. The program will signal its suggestion by either flashing the text on the button of choice, or gyrating the card it would play or discard.

You might notice that on some uncommon occasions, the program might suggest one card to play and if you ask for help again, a different card will be suggested. These are cases where a "feeling" of which card to play is incorporated into the logic. The first time you ask, the program "feels" like playing one card and the second time might "feel" like playing a different card. Most of the time, the computer is trying to decide if it should trump in or not and whether your partner can get the trick.

If you are in [Learn Mode](#) and ask for help on which card to play, a short message pops up explaining why the choice was made. The card of choice will gyrate every second or so to show which card the help is referring to. Just click anywhere in the message box to continue play and actually choose your card.

There is an option for mouse control regarding the suggestion window. By default, the mouse cursor is placed within the suggestion box and when clicked, it is returned to its previous position. The option to turn off either or both of those items is on the Options screen on the Game Operations Tab under "Mouse in Learn Mode."



Portion of Screen showing reason for choosing card to play in Learn Mode.

## Statistics

Playing and Trump Calling Statistics are kept for every player. You can review how many games you've won; how many times you've called trump; how many loners you've called and made; and several other statistics. You can compare your numbers with your opponents and partner.

You can review your current statistics at any time by pressing the F3 key. This will bring up a display of current session and all-time statistics. The face icon gives you an idea of how you're doing on wins vs. losses.

You can clear your statistics under the Players - Change Players menu.

If you change Players in the middle of a game. The statistics up to that point are kept with the initial player. The statistics after that are kept with the new Player. This could lead to the situation below...

Please note that sometimes the percentages that should add up to 100% don't. This is most likely caused by quitting a game before it was finished or even more so by quitting a game in the middle of a hand. This will cause the number of hands called versus won or loss to become less accurate. Also, some of the percentages of based on a subset of the total hands played. The % of loners made is based on number of loners called, not total number of trump calls. Likewise, Marches are based on Hands Won, Not total number of Trump Calls.

## Function Key Shortcuts

Certain function keys are programmed for menu shortcuts. These keys either bring up a specific menu or will actually choose a selection from a menu. These function key shortcuts are only active while on the main screen.

- F1 Brings up the Help Contents.
- F2 Get Help on what action to take during play.
- F3 View Current Player Statistics.
- F4 Toggles Learn Mode.
- F5 Randomly changes current colors but *only* if **Random Color Theme** is Chosen.
- F6 Displays Sound Options & Volume Controls (if system is capable)

## Closing Screen

When you choose not to play another game by answering "No" to Another Game or Choose File - Exit from the Menu, the closing screen will appear. On the Shareware version, this gives information for registering. Also on the Shareware version, a countdown timer appears and counts down to zero before letting you exit the program. This is provided as an incentive to register. The timer starts out at five seconds and keeps increasing the more times you play and maxes out at 15 seconds.

There are also links for registering and sending an e-mail for comments or suggestions.

The Closing Sound (if sounds are turned on) will play and the Closing Screen will open. There is an option to skip the closing sound. Another option to exit the program is to use the upper right "X" in the playing window. The closing sound will be skipped if the "X" is used regardless of the Closing option set on the General Tab of the Options screen.

On the Registered version, the Closing Screen tells who the program is registered to and provides an e-mail address to send comments and suggestions.

**There is no countdown timer in the Registered Version!** You can exit immediately by pressing any key or a mouse button. There is also an option to Auto-Exit the closing screen after just a couple of seconds.

The closing screen also has some cool animation. I knew those math books would come in handy some time!

## Rules of Euchre

There are a variety of rules used for the game of Euchre. The main idea is the same in all, but some of the details are quite different.

Euchre is a trump-based card game for four players in two partnerships, using 24 of the highest cards of a standard 52-card deck, with ace initially ranked high. There is a version that also uses a Joker (called the Benny), but this version does not use the Benny.

Each player is dealt five cards face down; the next card is turned face up and is called the [turned card](#). The remaining three cards are face-down under the turned card and is called the Kitty. Players in turn starting at the dealer's left, accept or reject the turned card's suit as trump. If a player accepts (or Calls or Orders) the turned card's suit as trump, the dealer takes the turned card and replaces it with one from their own hand.

*NOTE: There are several Rule Variations that can affect the trump-calling process. See all variations under Trump Calling.*

If no one accepts, the players, in turn, have an opportunity to call trump in a suit **other than** the turned card's suit. If no one calls trump, the deal is passed to the left. There are rule variations for this process also.

When trump is determined, the jack of that suit becomes the highest trump, called the **right bower**, and the jack of the *same-colored* suit becomes the second-highest trump, called the **left bower**. For example, if hearts is called trump, the jack of hearts becomes the highest trump. The jack of diamonds is then the second highest trump. The trump then follow in order from the ace of hearts to the nine of hearts.

A redeal may be granted to a player who has a "bad" hand. See the [Redeal](#) options under the *Rules* for what is considered a "bad" hand. If this occurs, the same player (or next player) deals the cards again. If this occurs to a computer player, they show their hand and ask for a redeal. If this happens to you, you are asked if you would like a redeal. If you answer yes, a redeal occurs. If you answer no, the hand continues as normal.

The player who orders trump may also go **Alone**. This is where the player challenges the two opponents on her own without her partner's help. If successful in getting all five tricks when going alone, the team scores four points, otherwise the scoring is the same as in normal play. See the [Canada Option](#) under *Rules* for requiring the caller to go alone if ordering trump into dealer's hand and the dealer is the caller's partner.

The player to the dealer's left begins play by leading a card, and the other players follow suit, if possible. The trick is won by the highest card of the suit led or by a trump card played from a hand with no cards in the suit led. If more than one player lacks cards in the suit led, the trick is won by the highest trump card played. Unless a trump is led, however, a player void in the suit has the option of trumping or of discarding any card from another suit. The winner of each trick leads the next.

To win a hand, the team of partners who names the trump suit must collect at least three of the five tricks in the play of one hand. If unsuccessful, they are **euchred** and the opposing team scores two points. When one side wins all five tricks, it scores a **march**, worth two points. A game is played to a total of ten points. The term "In the Barn" is used when a team has nine points and therefore only needs one more point to win the game.

## Trump Calling Rules

These are rules concerning having trump in hand to call or make trump.

### All No Trump

No one has to have any of the same suit they are calling or ordering in hand to make or call trump. **This is the default.**

### Just Dealer No Trump

Unless you're the dealer, you must have at least one card of the suit you are naming or ordering as trump. If you are the dealer and you are picking up the turned card, you don't have to have any of the turned card's suit in hand. This is making the turned card an "extension" of the dealer's hand.

### Must Have Trump

You must have at least one card of the suit you are naming or ordering as trump in your hand before naming trump. A special circumstance of this is if you have say the jack of hearts in hand with no other hearts. If the jack of diamonds is turned up, you can not order or pick it up. This is because the left bower (jack of hearts in this case) is not considered trump until trump has already been called. But...See Below.

### Left Bower is Considered Trump

In the special circumstance of the "Must Have Trump" option above, this option allows the counting of the left bower as trump before trump is actually called. This applies to any hand and not just the dealer.

### Other Rules

See Common Variations and Other Rule Variations for several options that can affect trump calling. Some rules force calling trump and others change or add "things" that affect the decision to call trump or not.

## Common Playing Rule Variations

These are some of the more common rule variations. The default is "**off**" for all of these rules.

### Canada Rule

This is to play a version of Euchre played in Canada, Australia, and probably elsewhere. When this rule is enabled, if the **partner** of the dealer orders trump, the **partner** of the dealer must go alone. Therefore, the turned card will not be played in that hand. If you order trump into your partner's hand (who is the dealer), you **must** go alone. You are still asked if you want to go alone, but you must answer yes or click Escape to not call trump at all.

Note if the "*Get Partner's Best*" rule is enabled, that rule applies along with the 'Discard before Getting Best' option also in effect.

### Must Call (Shaft the Dealer)

If no one else has called trump either for the turned card or the second time around and it makes it back to the dealer; the dealer **must** call trump if this option is set. Even though the hand might not be very good and there is a good chance of being euchred, trump must be made. This is why it's called Shaft the Dealer. The only exception to the rule is if the dealer has no other suit except for the turned card and for some reason passed picking it up the first time around. Trump called can not be the suit of the turned-down card. When a computer player is forced to call it, the words "ok...fine" will appear showing disgust. With this option off, if the dealer doesn't want to call trump, the deal is just passes on to the next player (unless the option for the same dealer to deal again is chosen).

### Get Partner's Best When Going Alone

If a player chooses to go Alone or is *forced to go Alone* by another rule (Canada Rule, Jack's the Boss, Baggers Busted, or Must Go Alone Rule), the caller gets her partner's "best" card. The partner determines what the "best" card is with no consultation from the player going alone. This **will** increase the numbers of Loners called. **The default is off.**

### Trump can not be LED until Played "No First Blood"

As the rule states, a trump card can not be led until either someone trumps in or trump is the only suit left in a player's hand. This will apply when players are going Alone, so beware.

### 3-of-a-Kind Rule

This applies **before** trump calling begins but after all cards are dealt and the turned card is up. If a player has three cards of the same number (three tens or three queens for example), they are entitled to trade in those three cards for the three cards in the kitty. The option is offered starting to the dealers left and working around to the dealer. Once the option has been used, no other player will be offered to trade in for that hand.

Also, if a trade is done and the option for a Kitty-Swap for ReDeal hands is set; the Swap will not be available for the ReDeal hand.

### Opening Lead is made by Player to the left of CALLER (not Dealer)

After trump is made, the player to the left of the dealer usually starts the hand by leading the first trick. This rule changes the leader of the first trick to the player to the left of the **Caller**. This also applies when players are going alone...so no more picking it up and going alone and leading everyone out of trump. This changes the internal logic on going alone or not just a bit.

## Other Playing Rule Variations

These are some uncommon rule variations. The default is "**off**" for all of these rules.

### Elvis Rule

If a **King** is the turned card, the **dealer** must pick it up as trump...regardless of any rules set to must have trump to make trump. This doesn't mean no one can order the King into the dealer's hand, but unless the dealer's partner wants to go alone, there is no point. The opponent's would benefit from a euchre if one of them had a good hand in the suit of the King. A prompt if the rule is used pops up and alerts the user.

### Jack's the Boss Rule

If a **Jack** is the turned card, the **dealer** must pick it up as trump and go **Alone** ...regardless of any rules set to must have trump to make trump. This doesn't mean no one can order the Jack into the dealer's hand, but unless the dealer's partner wants to go alone, there is no point. The opponent's would benefit from a euchre if one of them had a good hand in the suit of the Jack, but ordering the Right into the opponent's hand is usually not recommended. A prompt if the rule is used pops up and alerts the user.

### Baggers Busted Rule

If a player has **three** cards in the suit of the turned card, that player (dealer or not) must order or pick up trump. The **dealer** must count the turned card as an in-hand card, meaning if the dealer already has two cards that match the turned-card suit, the dealer counts this as three and must pick up the turned card and call trump. The player with the the three cards does not reveal the rule is being enforced and if the user has the three cards, a prompt pops up calling out the rule and telling the user they must call trump. Even if it just the Nine, Ten, and Queen, the rule still applies and if this also means ordering the Right bower into the opponent's hand...so be it. It is up to the caller if they want to go alone or not.

### Anyone Calling Trump **MUST** go Alone

This is just what it says. If a player orders or calls trump, they must go Alone. Note that this rule will combine with any other rule the forces a player to call trump (Elvis Rule, Baggers Busted, Shaft the Dealer).

### Same Dealer Deals Again if Everyone Passes

Not so much a rule as a procedure. If everyone passes the default is to have the deal move to the next player. If this rule is set, the same dealer deals again.

## Menu Items

The menu items control all factors of the game look, feel, and play. You can control colors, sounds, rules, and options. Some menu items bring up a dialog box which is indicated by the item ending in ... Other items are toggles to turn on and off. Most game options are set under the Options Menu and then selecting the appropriate subtopic.

[File](#)

[Options](#)

[Players](#)

[Help](#)

## File (Menu Item)

### Start New Game

This item is available only before or after a game has started or ended or during game play when being prompted for input. Choosing this item will ask if you want to start a New Game. Clicking "Yes" will return you to the Start Screen and Clicking "No" will return you to the game in progress.

### Save Current Hand for Analysis

This item is available only when a hand is being played or just completed and is being reviewed. If you feel or can see proof of an actual error or just "bad card play", click on this menu item and the current hand information will be written to a text file and can be sent for analysis. The file name is "EuchreHandAnalysis.log" and is in "C:\Documents and Settings\All Users\Application Data\Euchre" for WinXP & 2000 and "C:\Program Data\Euchre" for Vista and Windows 7 thru Windows 11.

Email the file to [support@euchreusa.com](mailto:support@euchreusa.com) and explain what's wrong with the hand.

### Exit

Choosing this items exits game play and brings up the [Closing Screen](#) where you then can exit the program.

Using this menu item will play the Closing Sound (if sounds are turned on) and go to the Closing Screen.

There is an option to skip the closing sound.

Another option to exit the program is to use the upper right "X" in the playing window. The closing sound will be skipped if the "X" is used regardless of the Closing option set on the General Tab of the Options screen.

## Options (Menu Item)

**The top five Option Menu Items open a Tabbed Screen where all game, rules, partner, and color settings are available as described below.**

The Toggle Learn Mode turns on or off **Learn Mode**.

### General Setting & Sounds

### Game Operation

### Players and Partner

### Rules

### Colors/Deck

### Toggle Learn Mode

For all tabs along the bottom of the form are following options:

#### **Reset All Options to Default**

This button will set **ALL** options to the Default.

#### **OK**

This saves any option changes and closes the Options form.

#### **Apply**

This saves any option changes but leave the Options form open. The Apply button is not active until an option is changed.

#### **Cancel**

This Cancels any option changed and closes the Options form. There are some options that cannot be Canceled. A warning message will pop up for those specific options.

The "OK" or "Apply" button must be clicked before any option changes are carried out. If "Cancel" is clicked before "OK" or "Apply", no options changed are saved.

## General Settings & Sounds

### Score Markers

This is a toggle option for the cards used to keep score. The default is to use 6's and 4's as the score cards. Another option is to use 5's. The number of visible pips show the total score. The 2's and 3's are explained below. Another option is just use Numerals for the score.

#### Use 6's and 4's

This obviously uses sixes and fours to keep score. This is the default.

#### Use 5's

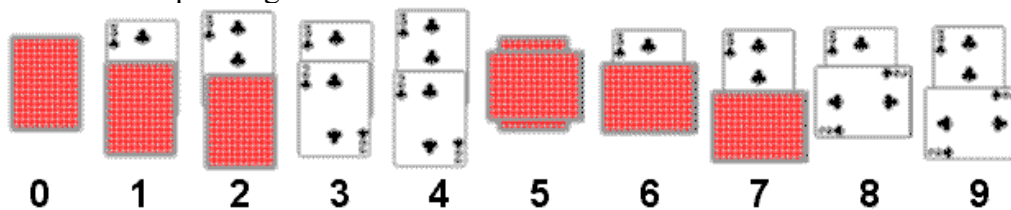
This uses fives to keep score. The visible pips show the score.

#### Use Numerals

This uses just a printed numeral for score keeping. This may be easier to read the score than using actual cards.

#### Use 2's and 3's

This uses twos and threes to keep score. This was by request and the image below shows the image key and the corresponding score.



### Startup

The default is show the opening splash screen and to play the opening sound (if the sound option is on and the system is able to play sounds). The option to **Skip the Opening Splash** screen and to **Skip the Opening Sound** are available.

If the shift key is held down while starting the game, the opening sound will be skipped without having to save the option.

### Closing

The Closing screen comes up when selecting File - Exit from the menu or after finishing a game, selecting No to another game. A Closing sound is played and the default is to show the closing screen with registration name and game information. A key needs to be pressed or the mouse clicked to actually exit. The option to **Auto Exit** after a few seconds is available. There is also the option to **Skip the Closing Sound**. The closing sound will also be skipped if close the Main Screen by the top right "X" instead of using File - Exit regardless of the Skip Closing sound setting.

The other Closing option is to **Save Settings When Exiting**. This is the default. If the option is Unchecked, any settings changed during the current session will not be saved EXCEPT for sound settings.

### Sounds

The default is play sounds during the game with the option to turn them off. **Background Music** is also available but not on by default.

The **Don't Mess with Sound Volumes** option is if there are issues on some systems with setting sound volumes, this option will not change any sound volumes in relation to the master windows volumes.

The **SlowPoke** sound will play if the program is waiting for user input and the time in seconds is how long it waits before playing it. The valid range is from 10 to 65 seconds before the sound is played. The sound is played only once per input.

The **Sound & Music Details** button brings up a sub-screen to choose each game event sound and to choose music files.

All items in the **Sounds** section are disabled if no sound card is detected.

## Screen Scaling

The main screen is sized based on the recognized monitor resolution. This can be over-ridden with four listed options which shows the scale factor appropriate for some typical resolutions.

Be careful if selecting a higher scale factor than the default as the game may be larger than the actual screen and be cut off.

The default is to scale all game screens to the same scale factor. The option to scale only the **Main Screen** is available and all other screens will use a 1.0 scale factor.

## "Kicked" Message Rating

This is a choice between three options. When you "win big" and hold your opponent to three points or less or your opponents trounce you and holds you to three points or less in a game, the ending message changes from just "You Win" to "You Kicked our Butts!". You can change the message to a G Rating of "Booty", leave it as the PG-Rating default of "Butts" or change it to the PG-13 Rating. I prefer the PG-13 version, but I received comments on it being inappropriate. There is no rating above PG-13. Note that this option changes the wording on the Statistics page also.

## Other Options

**Disable Attract Mode.** This prevents the program from entering Demo or Self-Playing mode after a game is over and the game program is left running with no key presses for about three minutes. This is to mimic old arcade games that show game play to attract people to play them.

**Align Opponents Hands and Trick Card Locations.** By default the opponents hands and the cards showing how many tricks each team has won during play are drawn a bit offset from each other. If this is annoying, this feature can be turned off and all the cards will be aligned.

**Omit Trails on Spinning Jacks on Closing Screen.** By default the closing screen shows spinning Jacks drawn on top of each other at each corner. This option omits the previously drawn cards and only shows a single spinning Jack.

**Use Aces instead of Jacks on Closing Screen.** This changes the spinning Jacks to spinning Aces on the Closing Screen.

## Save Current Settings as Game Theme

This option allows saving current Rules, Operations, and Colors as a Game Theme for the current player. Decks and Sounds are not saved with the theme and are only kept as one "set" with each Player.

## Restore Settings from Game Theme

This option brings up a list of saved Game Themes to change current Rules, Operations, and Colors from a saved Game Theme.

## Sound & Music (Box on the Options General Tab)

### Sounds

This is a toggle to turn event sounds on or off.

### Play Background Music During Play

This is a toggle to turn background music on or off. The music files are chosen under the Sound & Music Details button.

### Don't Mess with System Sound Volumes

This is if there are issues with the system sound levels not returning to previous levels before starting the game. If this is selected, no volume adjustments will be made.

### Enable SlowPoke Sound after Delay

The SlowPoke sound will play if the program is waiting for user input and the time in seconds is how long it waits before playing it. The valid range is from 10 to 65 seconds before the sound is played. The sound is played only once per input.

The Reset to Default changes the time delay to 30 seconds.

## Sound & Music Details

### Sound Events

This is a list of all sound events in the game. To disable all sound events, uncheck the "Play Sounds" on the General Tab. To disable any single event, highlight the event and click "Clear". To reset the sound, click "Apply Default Sound File." This button will only be available if the file is not already the default file. To apply the Default sound to every sound event, click "Apply Default to ALL Events." The Browse button lets you choose your own sound file for the currently-highlighted event. Be careful in choosing the sound files. There are some sound files that have a very short duration and choosing a sound file that is even one second long can cause unwelcome delays in game play. Wav & mp3 files are acceptable.

The Test and Stop buttons are to test the current file.

### Music

On the right side of the screen are a list of included midi files that can be played in the background while playing the game. If the filename is checked, that file will be in the music rotation list. If there is a "\*" next to the name, that is the music file currently playing.

There is a check box to play the music files in random order. If this box is not checked, the file will be played in alphabetical order as long as they are checked.

Additional music files can be added by scrolling down the Music Playlist and clicking on a blank line. Browse for a midi, wav, or mp3 file and it will be added to the list. Just make sure the box is checked for it to be included in the playlist rotation. Wav, midi, and mp3 files are acceptable.

### Volumes

#### Master Volume

This is a slider that adjusts both sound event and music files volumes.

#### Sound Events / MP3 Volume

This is a slider that adjusts only the Sound Events volume.

#### Background Midi Music Volume

This is a slider that adjusts only the background music file volume.

After the sliders are adjusted, click OK to accept the new settings. These settings are saved with player info and will be set the next time the game is started.

Pressing the F6 key from the main screen will also bring up this Sounds and Music screen.

The entire Sound & Music Details screen is disabled if volume adjustment is not supported on your system or there was an error attempting to read the current volume setting.

# Game Operation

## Playing Mode

### Normal

This is the default mode of the game. The human player is with a computer partner against two computer players. Quick-Help is available by right-clicking the mouse or pressing the F2 key.

### Learn Mode

This is the same as Normal Mode except that if the right-click or press the F2 key, not only does the Quick-Help highlight a card or choice, but an explanation box pops up to try to explain the choice. This hopefully will allow players to become more familiar with the game and learn some tips.

### Demo

This puts the game into a self-playing mode where no human input is required. Just click the mouse or press a key after it gets going to return to Normal or Learn mode. Demo mode also kicks in after a normal game is completed and no input is detected for about a minute. This is also known as "Attract Mode" like old video games would start playing by themselves.

## Options During Play

### Pause After Each Trick

This will pause the game at the end of each trick. A key press or mouse click will continue with the hand. This is meant to slow the game so someone can see and study each trick before moving on to the next trick.

### Pause After Each Hand

This will pause the game at the end of each hand. A key press or mouse click will continue the game. This is meant to allow more time to decide if a Review or RePlay is wanted.

### Auto-Play Card

If you must follow suit and there is only one card of that suit in your hand, a quick message will pop up and the card will be played for you.

### End-It Early

This is for more experienced players. If the winner of the hand can be determined by what has been played and what cards are still in a certain player's hand, the key card(s) will be shown with a brief explanation and then the rest of the cards "thrown in" to end the hand. Also, if a player has a "Lay Down Loner" hand, that hand is shown and the hand ends early regardless of this setting. This is rare.

### End-It Even Earlier

This takes the End-It Early to a higher level and checks for more cases that would end a hand. Say if both bowers have been played, the Ace of trump is high card. That card could determine if a team gets the trick or is euchred depending on current trick count. Also, if a team calls trump, has nine points, and gets three tricks; the hand it ended early because they have won the game regardless if they don't get any more tricks or get them all.

### Keep Playing with 9 Points

This option will prevent a hand ending early with nine points if the calling team still has a chance at all five tricks...even though they don't need the two points to win the game. This is just to see if all five tricks would be won.

### Play Last Card Manually

Normally, the last card is automatically played for the user. If you would like to manually click the card and play it yourself, turn this option on.

## Start Options

### First Dealer Determined by First Jack

When a game first starts, it is customary in some circles to start dealing the cards and the first Jack

becomes the first dealer. This is considered a fair way to start the game as the dealer has a slight advantage over the other players.

### **Instead of First Jack, Use the Joker**

This just changes the card to determine the first dealer. Since there is only one Joker, it usually takes more cards to determine who deals first vs. the first Jack.

### **Random First Dealer**

The first dealer of the game is determined at random.

### **Human First Dealer**

The human player is the first dealer.

### **Use Chosen Method for EACH New Game**

By default after a game is over, the next player is the first Dealer for the new game. If this option is checked, the method to determine the First Dealer of the first game is used for subsequent games.

## **Mouse in Learn Mode**

### **Don't move Mouse to within Reason Box**

When in Learn Mode and Help is requested, a small box with an explanation is popped up. By default, the mouse cursor is moved to within the box so just clicking the mouse button after reading the explanation will exit the pop-up. If this option is checked, the mouse cursor will NOT be moved and the user will need to manually move the mouse to within the box to click within it to close the Reason Box. Moving the mouse cursor can be annoying to some so this option will leave the cursor alone.

### **Don't Return Mouse to Position Before Reason Box**

In Conjunction with the above option, when the mouse is clicked within the Reason Box, the mouse is returned to where it was before the box was popped up. Again, moving the mouse cursor can be annoying to some so this option will leave the cursor alone.

*It will probably be if one of the above options are checked, both of them will be. Play around with the options and make your choice based on your preference.*

## **Game Speed**

This Slider control changes the overall speed of the game. When first starting, a slower speed may be justified to get used to how the game functions. After time, a quicker game pace may be desired.

### **Give more time before Dealing next Hand**

This adds some additional delay at the end of each hand to allow more time to click the Review or RePlay buttons.

## **Empty Space**

Notice all the empty space on this tab? This is space just waiting for new options. If you have a suggestion for any new options, please let me know!

## Players and Partner

### Computer Opponents

#### Normal

This is the default mode of the game. The computer opponents will play the best they can *without* cheating. Their play is based on years of experience and tweaked to be the most complementary partners and aggressive trump-calling players. If you consider card counting as cheating, then ok...they cheat. But any good human player will keep track of at least a few of the major cards in each hand. The computer just has a better memory and uses every card played to try to determine the best play each and every time.

#### Easier

While the playing logic doesn't change, the computer opponents are just not quite as aggressive at calling trump. This allows the human team just a bit more of a chance.

#### Difficult

This setting is ruthless. While renegeing is still forbidden and the computer players don't know the opponent's cards, the cheating method only involves one change...but it makes a huge difference. Good luck.

### Change Current Player (Current player name is shown below button)

This will open the **Player Properties & Statistics** form. New Players, Name Changes, Statistics and other Player options are available.

### Partner "Rules"

#### Always Trump In if Possible

Not really "rules" as far as game rules, but this option will control the play of your partner. If your partner *can* trump in when it is not your team's trick, they will. Sometimes in the playing logic a chance is taken if playing second that their partner will get the trick. Other times they might have a protected Left bower they want to keep protected. Whatever the reason, they will ignore the normal logic and trump in to try to take the trick.

#### Never Ask for a ReDeal if YOU Make Trump

If your partner is entitle to a ReDeal, this option will make them eat it if you have called trump. No more ruining a Lay-Down loner because of your stupid partner.

### Partner Trump Calling

These options help shape your partner to your liking when **calling** trump.

#### Five Levels of Aggressiveness

This controls how aggressive your partner is at trump calling. For reference, the computer opponents play at the Aggressive level. If you don't want your partner calling trump and getting euchred, change to Level-Headed or Timid.

#### Other Tendencies

The other options attempt to tweak your partner to fit your style of play. A couple are hard rules to follow while others just tweak tendencies for calling trump.

### Partner Playing Tendencies

These options help shape your partner to your liking when **playing** cards during the hand.

#### Tend to Lead High Trump if Called Trump

This is for when your partner calls trump. This option will make them lead their high trump instead of suit aces more than the computer players do.

#### When YOU Call Trump

This is for when you call trump. You can try to tailor how your partner leads any trump they may have.

## Player Properties & Statistics

**This form is for renaming, changing, creating new, viewing and clearing statistics for Players.**

The box on the left lists the available players (up to 20). Click on the player name and then one of the action items on the right. The **Guest** player cannot be renamed or deleted. The current player also can not be deleted before making another player the current player. The OK button must be clicked for changes to take effect.

### **Make Current**

This will make the selected player the Current Player. If change players in the middle of a game, the current game will end and a new game will start with the new Current Player. Changing players in the middle of a game also "messes with" the statistics of the player.

### **Rename Player**

This will rename the highlighted player. If in the middle of a game, the current player cannot be renamed. The "Guest" player also cannot be renamed at any time..

### **Add Player**

This will create a new player. The button will turn into a box to type the new player name. The maximum length of the player name is 19 characters.

When a new player is added, it will need to be made the current player (if desired) by clicking on the Make Current button.

### **Delete Player**

This will delete the selected player. The current player cannot be deleted until another player is made the current player. Guest cannot be deleted.

### **View Statistics**

This will show the statistics of the selected player. The F3 key will also show player statistics during the game.

### **Clear Statistics**

This will clear the statistics of the selected player.

The list of three names are the highlighted player's opponent names. They can be changed by typing in the name box.

Be aware of the Cancel button behavior as it only cancels the current action (adding a new name or changing an opponent name).

Also be aware that Renames, Deletions, and Clearing of Statistics are permanent and cannot be undone.

## Rules (Menu Item)

### Trump Calling

These are rules concerning having trump in hand to call or make trump.

#### All No Trump

No one has to have any of the same suit they are calling in hand to make or call trump. This is the default.

#### Just Dealer No Trump

Unless you're the dealer, you must have at least one card of the suit you are naming as trump. If you are the dealer and you are picking up the turned card, you don't have to have any of the turned card's suit in hand. This is making the turned card an "extension" of the dealer's hand.

#### Must Have Trump

You must have at least one card of the suit you are naming as trump in your hand before naming trump. A special circumstance of this is if you have say the jack of hearts in hand with no other hearts. If the jack of diamonds is turned up, you can not order or pick it up. This is because the left bower (jack of hearts in this case) is not considered trump until trump has already been called. But...See Below.

#### Left Bower is Considered Trump

In the special circumstance of the "Must Have Trump" option above, this option allows the counting of the left bower as trump before trump is actually called. This applies to any hand and not just the dealer.

### Common Playing Variations

These are some of the more common rule variations.

#### Canada Rule

This is to play a version of Euchre played in Canada, Australia, and probably elsewhere. When this rule is enabled, if the partner of the **dealer** orders trump, the partner of the dealer must go alone. Therefore, the turned card will not be played in that hand. If you order trump into your partner's hand (who is the dealer), you **must** go alone. You are still asked if you want to go alone, but you must answer yes or click Escape to not call trump at all. The default is off.

Note if the "*Get Partner's Best*" rule is enabled, the turned card is **not** considered part of dealers hand and is not available as the "best" card *Unless...* the "**Allow Discard before Getting Best**" rule is also checked.

#### Must Call (Shaft the Dealer)

If no one else has called trump either on the turned card or the second time around and it makes it back to the dealer; the dealer **must** call trump if this option is set even though the hand might not be very good and there is a good chance of being euchred. This is why it's called Shaft the Dealer. The only exception to the rule is if the dealer has no other suit except for the turned card and for some reason passed picking it up the first time around. Trump called can not be the suit of the turned-down card. When a computer player is forced to call it, the words "ok...fine" will appear showing disgust. With this option off, if the dealer doesn't want to call trump, the deal is just passes on to the next player (unless the option for the same dealer to deal again is chosen). The default is off.

#### Get Partner's Best When Going Alone

If a player chooses to go Alone or is *forced to go Alone* by another rule (Canada Rule, Jack's the Boss, or Must Go Alone Rule), the caller gets her partner's "best" card. The partner determines what the "best" card is with no consultation from the player going alone. This **will** increase the numbers of Loners called.

The **Allow Discard before Getting Best** option is only valid if the partner of the dealer orders trump. The dealer then gets to discard and pick up the turned card *before* passing their best card. This is in effect allowing the partner of the dealer to order the turned card into their own hand before going alone. The bonus is if the dealer already has a higher trump card than what was turned up.

#### Trump can not be LED until Played "No First Blood"

As the rule states, a trump card can not be led until either someone trumps in or trump is the only suit

left in a player's hand. This will apply when players are going Alone, so beware.

### **3-of-a-Kind Rule**

This applies **before** trump calling begins but after all cards are dealt and the turned card is up. If a player has three cards of the same number (three tens or three queens for example), they are entitled to trade in those three cards for the three cards in the kitty. The option is offered starting to the dealers left and working around to the dealer. Once the option has been used, no other player will be offered to trade in for that hand.

### **Opening Lead is made by Player to the left of CALLER (not Dealer)**

After trump is made, the player to the left of the dealer usually starts the hand by leading the first trick. This rule changes the leader of the first trick to the player to the left of the Caller. This also applies when players are going alone...so no more picking it up and going alone and leading everyone out of trump. This changes the internal logic on going alone or not just a bit.

### **Redeals (Farmer's Hand)**

Redeals are offered after the trump-calling rounds are completed and a trump suit has been named. If the conditions matching the cases below are true, a redeal is offered. The acceptance of the offer is not mandatory.

#### **No Redeals Allowed**

No matter how crappy of a hand you have, you are not entitled to a redeal.

#### **Nines and Tens...No Trump (No Ace - No Face - No Trump)**

You must have all nines and tens with **No trump**. Even if all you have is the nine of trump, you are still not entitled to a redeal. This is the default.

#### **Nines and Tens...Can include Trump (No Ace - No Face)**

You must have all nines and tens, but one or two can be trump and you are still entitled to a redeal.

#### **Tens and Queens**

This is my personal pet peeve. All Tens and Queens. No Nines or Tens, No Jacks, Kings or Aces. It doesn't matter if you have trump or not, it's rare you'll be able to take a trick. This option is inclusive of the other options, so you can meet the requirements for No Ace, No Face or have all Tens and Queens and you are entitled to a redeal.

#### **One Ace and the rest Nines & Ten (Ace - No Face)**

This is similar to the Nines and Tens...No Trump, but in this case you can have the nine or ten of trump and are still entitled to a redeal. Basically, you have no Aces or no Face Cards. This option also includes the Nines and Tens...No Trump option.

#### **On Redeal, Same Player Deals Again or Deal Moves Left**

This option controls when a player qualifies and calls for a redeal, the same player will actually redeal the cards or that player is punished for dealing such lousy cards that they don't get a second chance and the deal moves to the player to the left as if the hand had been played.

#### **Instead of Redeal, Trade in 3 Card for the Kitty**

This option allows the player who qualifies for a redeal to, instead of calling for a redeal, have the option to trade in three cards for the cards in the Kitty. The player selects the cards like discarding and then the hand is played with the trump suit as already called.

Note this is not the same as the 3-of-a-Kind trade in offered before trump calling begins. If the 3-of-a-Kind trade-in was already done for this hand, the Kitty trade for a redeal will **not** be offered.

### **Other Variations**

These are variations that aren't common and can change the game significantly.

#### **Elvis Rule**

If a King is the turned up card, the Dealer must pick it up and call trump. The normal trump calling round is still followed so another play may order the King up before the dealer is forced to call it. Note that if the *"Anyone Calling Trump must go Alone"* rule is selected, it combines with this rule and the dealer must pick up the King and go Alone. This rule overrides the need to have trump to call trump.

### **Jack's the Boss**

If a Jack is the turned up card, the Dealer must pick it up and call trump AND go Alone. The normal trump calling round is still followed so another play may order the Jack up before the dealer is forced to call it. This rule also overrides the need to have trump to call trump.

### **Baggers Busted**

If any player has three cards in any one suit (not counting any left bowers) they must call trump in that suit. The normal order of trump calling is followed, so if another player makes trump before getting to the "Bagger" player, the player does not need to call trump. If the *"Canada Rule"* or the *"Anyone Calling Trump must go Alone"* rule is selected, it combines with this rule and the player must go Alone if applicable.

### **Anyone Calling Trump MUST go Alone**

Just as it says. All hands are played with players going alone. This rule will combine with other rules such as the *"Elvis Rule"*. It is suggested that if this variation is selected, the *"Get Partner's Best"* should also be selected or there might be a lot of passing going on...or a lot of forced calls depending on other selected rule variations.

### **Same Dealer Deals again if Everyone Passes**

Fairly simple...if no one is forced to call trump and everyone passes, instead of the deal passing to the left the same dealer deals again.

## Colors & Decks

### Select Colors

#### Background, Text, Spot

Clicking the the bigger button on the left brings up a standard Windows color dialog to change the color of each component. The color bar shows the current color. The '\*' button resets each color to its default. The background color and text color cannot be the same color. The spot color cannot be red or black.

#### 'Nine Point' Text

The color bar and '\*' button are the same, but the color dialog is different than the other color selectors. The text colors are limited to 10 colors. This limitation increases the likelihood that there will be a contrast between the text on the score cards and the cards themselves.

The wording can be changed here also. The default is "In The Barn", but there are four other phrases to choose. This text is placed on the score cards when using 4's and 6's to indicate the team has nine points.

#### Color Themes

Clicking this button brings up a Color Themes selection form. There are 10 pre-built themes. Selecting a theme name shows a graphic of the theme. Clicking OK selects those colors as the game colors. The special "Random" theme is one that random colors are selected for each of the four items on the main form. There is no preview of this theme as it changes each time the game is played. If this theme is chosen, pressing F5 during the game changes the colors of the all four components that make up the theme.

If the **Random** theme is being used when entering the form, the **Keep Current Settings - Turn Random Off** button is enabled. This doesn't save the settings as a theme, but it will keep the colors for the next time the game is played.

If **User1** through **User5** is selected, the **Save Current Settings as Selected User Theme** button is enabled and the current settings can be saved in any of the five User slots. If there is already a saved theme in the selected slot, it will be overwritten. If there is no theme saved in the User slot, the graphic box will show "No Colors Set".

### Select Card Back

The current "Deck Group" is shown on the form. The Deck Groups consist of 10 different card deck back designs. The current one has a red box around the card. Clicking any of the graphics will move the red box and that card will be selected.

### Card Faces

The default card faces (3D effect) are built into the game and shipped as the "Default" face file. Selecting this file or clicking the Clear button or un-checking the "Use" toggle will default to use the 3D-effect faces. A "Traditional" face file is also shipped with the game. Selecting the folder icon will open a file search dialog to select any face files. When a face file is first selected, the file name will appear in the text box and the "Use" toggle will be checked. As of first release, there are only two choices for the face files. Check the website to download other card face files that can be used.

### Deck Groups

The default deck group is built into the game and also shipped as the Default dek file. A "Dogs & Cats" deck group is shipped with the game. Selecting this file will load the 10 deck graphics and any one of them can be selected.

The "Use" button must be checked for the file in the text box to be used for either the Card Faces or the Deck Groups. Just uncheck the box and the default files will be used but the optional file name will remain in the text box. This is so the alternate face or deck file can easily be toggled to be used or not.

**Additional Card Face files and Deck Groups will be available on the website.**

## Players (Menu Item)

### Change Player...

This brings up a screen where up to 20 different players can be maintained. When first opened, the current player is highlighted in the Players box and the opponents and partner's names for that player are listed below. All the buttons take action on the highlighted player. You can not delete player "Guest" or the current player. You can only change opponent's and partner's names for the current player.

To change players, highlight the player you want and click *Make Current*. This will make the highlighted player the current player and the opponent's and partner's names will change. If you rename a player, you can not use a name that is already taken.

Caution: when changing players, the information of the old current player is automatically saved if the *Save Settings on Exit* option is chosen. The *Cancel* button does not undo this save.

Also note the names of the opponents and partner in the smaller text boxes have NO correlation with actual player names. If you choose Spike as a partner name and there is another player named Spike, the statistics for your partner Spike have no effect on the player named Spike.

### Partner

The following five options are to control how your partner calls trump. It has no affect on the computer opponents; they are set to the Aggressive level and can not be changed. I believe controlling trump is very important in game play and a few euchres are worth it to control trump more often.

#### Go For It!

This setting will have you partner call trump on just about anything (for example: right bower and suit ace). This seems a little excessive to me.

#### Aggressive

This is the default setting. This is also the level the computer opponents are permanently set. It might still be "too much" for the average player.

#### Level-Headed

This is where I believe most people fall. It's a fairly strong hand that you can get all three tricks by yourself if everything goes right, but help from you partner is appreciated.

#### Timid

This setting probably matches newcomers to the game. They obviously see where the three tricks can be had and might not even need their partner.

#### No Way - No How

This setting will require your partner to have at least three high trump to call or make trump. The hand has to be almost loner material to call trump. This is way too cautious for me.

#### Play More Trump

If this toggle is on, your partner will lead and play trump more often if he made trump. This was at the request of several people who didn't like the way their partner played. They want to see the trump if he's got it. The default is off.

#### Never Order Bower into YOUR Hand

If this toggle is on, your partner will not order the right bower into your hand if you dealt and the jack is turned up. This will not affect the suggestion you get if you ask for help ordering trump into your partner's hand. The default is off.

#### Don't Allow Partner to Go Alone...Ever! (new!)

If this toggle is on, your partner will never go alone...even if he thinks he has the cards to make it. Note that if the *Canada Option* is set, your partner will **never** order trump first time through. The default is off.

## Statistics

Each player's playing statistics are kept separate from the others. If you switch players in the middle of the game (you are first asked for confirmation), the statistics of the game up to that point are kept with the previous player and the statistics from that point on are kept with the new player. Therefore, a switched player could have a hand won without calling trump. The statistics are saved to the configuration file automatically when switching players or quitting the game. The “Guest” player’s statistics are not saved and start fresh every time the game is ran. The statistics are broken into two sections: *Current Session Only* and *All Sessions Combined*. If viewing a player that has not played this session, only the *All Sessions Combined* section will be displayed.

You can view the current player's statistics by pressing F3 or view other player's statistics by going into the *Change Player...* menu item. Statistics for a player can be cleared in the *Change Player...* menu item.

## Help (Menu Item)

### Contents

This brings up the [Help Contents](#) where topics of concern may be chosen.

### Index

This brings up the help index to find help using a key word.

### Search for Help On...

This brings up a help window to search on any word in this Help file.

### Help on the Web

This will open your web browser and go to the online help. It's the same as the compiled chm that was installed with the game. The formatting and navigation might be just a bit different, but they contain the same information.

### Register on the Web

This will open your web browser and to the the online register page. There it will list the registration options and have direct links to PayPal. If you haven't registered, please consider doing so. If you have no automatic internet connection, you must establish one first.

### Euchre Support on the Web

This will open your web browser and to the the online support page. Common issues and resolutions are listed as well as a link to the FAQ (frequently asked questions) page. Please send me an e-mail if you have questions or issues not listed on the website.

### About

This shows a screen showing the version and registration information.

In addition to the compiled help file distributed with the program, a EuchreHelp.pdf file is in the *C:\Program Data\Euchre* folder. It contains the same information as the compiled help and online help, but in a single pdf file.

## Glossary

- Alone or Loner:** When the player calling trump plays without their partner. If this player gets all five tricks of the hand, four points are scored.
- Benny:** The joker when used in Euchre. This version of euchre does not use the Benny (yet). This is a trump card that is higher than the right bower. When used, there are four cards in the Kitty.
- Bower:** The jack of the trump suit ([Right Bower](#)) or the jack of the same color suit as the trump suit ([Left Bower](#)). These are the two highest cards in the hand with the Right being the highest.
- Calling or Naming Trump:** This refers to a player designating a trump suit after the turned card has been rejected as trump. This is opposed to Ordering Trump which refers to accepting the turned card as trump.
- Dealer:** The player who passed out the cards to all of the players. Options are available to determine the first dealer of the gaming session. After each hand, the default is that the deal passes to the left or clockwise (for those who know what an analog clock is).
- Euchred:** When the trump-calling team fails to get at least three of the five tricks of a hand. The opposing team gets two points for this.
- Hand:** This is a set of five tricks that are played for each deal of the cards. Points are scored for every hand played. The number of hands per game can vary from three to 19 depending on the score of each individual hand.
- In the Barn:** When a team has nine points. (I guess if both teams have nine points...you could call the game a real "barn burner").
- Kitty:** The three cards under the turned card that are never played during the hand. Some rule options allow for trading in-hand cards for the cards in the Kitty.
- March:** When the trump-calling team gets all five tricks of a hand. This team gets two points for this.
- Midi File:** A popular format to store music. Midi files use instrument sounds to make their music; kind of like programming a synthesizer. Many midi files can be found on the internet by searching for "midi".
- Mp3 File:** Another popular format to store music. These files can be used for events or background music.
- The Left or Left Bower (or Bauer):** The jack of the same **color** suit as trump. For example, if diamonds are trump, the jack of hearts is the left bower. This is the second highest trump. The left is not considered trump until after trump is made. This is an important consideration in the Trump calling Rules.
- Order Trump:** This usually refers to accepting the turned card as trump as opposed to **Calling** trump which is naming a trump suit after the turned card has been rejected as trump.
- Partner:** The player across the table who is your team mate.
- Partners Best:** This is a card passed from your partner's hand to you to use (if desired) if you call a Loner and the option to use Partner's best is set.
- PayPal:** A secure online service that allows payment by credit card to anyone with an e-mail address.
- Quick Help:** Available at most input prompts by right-clicking the mouse or pressing the F2 key. Different than Learn Mode as no explanation pops up for the recommendation.
- Redeal:** When a player has a "bad" hand they may ask for the hand to be dealt over if the option is set to allow redeals. Trump must first be determined before asking for a redeal. The criteria for a redeal is determined by the option set under the Rules menu. See the Menu Item Redeal for more information.
- Reneg:** This is when a player does not follow the lead suit when he is able. Reneging is not allowed in this game by either player or computer (even in cheat mode).

**The Right or Right Bower (or Bauer):** The jack of trump. This is the highest trump card.

**Trick:** A set of four cards, one played in order by each player. Five tricks make up a hand. A trick may consist of only three cards if a player is going alone.

**Trump:** The suit which outranks all other suits for the duration of the hand. The nine of trump is higher than an ace of any non-trump suit.

**Trump Icon:** A graphical representation of what suit trump is and which player made trump. The location of the trump icon within the spot on the turned card is towards the player who made trump. A "+" within the suit icon indicates the player who made trump is going Alone.

**Turned Card:** The card that is turned up by the dealer that will either be accepted or rejected as trump. This can also be called the "Upcard."

**Snail Mail:** U.S. Postal Mail as opposed to e-mail.

**Wave File:** A popular format to store sound. Many sound cards come with software to record your own wave files.

**Zip file:** A file compressed to reduce the size and quantities of other files. A zip file needs "unzipped" by a program in order to use the files it contains. Most common versions of windows have this capability built in.

## History

This version of Euchre is based on the variety of euchre played in Indiana with rule options from all over the globe. This is not bid euchre, which is a different animal all together. The logic used in playing is based on years of experience playing at college and tweaked over the years playing *hundreds* of games in the development of this game.

My original version of euchre on the computer started in college written in Extended Basic on the Texas Instruments TI-99 4/A computer around 1985-86. The program was stored on a 360k floppy disk and would fit in 16k of memory. I thought it was quite impressive.

I became exposed to and started using the IBM PC in 1987. Somewhere around 1991-1992 I decided to learn QuickBasic and I figured a Euchre project would be good because I already had the thought processes down. I finished the program in 1992 and it was entirely in QuickBasic v4.5. This version worked, but I didn't feel the graphics or the overall program was worthy of distributing. In August of 1995, I found the graphics I was looking for from LogDog Software. This, combined with three more years of programming experience led me to re-write the original. This version is written in 95% QuickBasic with a few assembly routines for mouse and DOS calls. The graphics are 99% QuickBasic with assembly thrown in for the help screen when scrolling the text. The program was developed on a 486-100Mhz and tested on machines ranging from a 386-33Mhz to a Pentium 100Mhz. I released this version to the public in November of 1995. Distribution was made via 3½" floppy disk and I sent it around to several online bulletin boards. Registration was done entirely by check and mailing out floppy disks.

Many revisions were made since the public release. A number of these revisions came at the request of people who sent in comments...mostly by e-mail. Registrations were good in 1996 - 1998. 1999 was slow and 2000 was even slower. I had originally wanted to do one more major upgrade for the DOS version which would include SVGA graphics, an entire menu revamp, and utilizing extended memory. I never made the time and with the program getting large, it was difficult to test in the IDE (Integrated Development Environment) without unloading different modules. With DOS being trounced by Windows around this time, I finally made the decision to learn Visual Basic.

In late August, 2000, I started my first Windows program using Visual Basic 6.0. I found a 32bit .dll (dynamic link library) that drew the cards and started hacking away. In late January, 2001, I felt I had the program to a point I could start handing it out to friends to test it on different computers and operating systems and offer suggestions for improvement. I learned how to write a help file and I planned a simple web site that I could submit to search engines.

On March 24, 2001, I put the shareware version on the internet and submitted my site to as many search engines as I could. I'll have to update the public response in a later revision.

Response as of 05.12.2002: Response has been good, but of course not as good as I'd like. I've had no real complaints; I've had some good comments; but the number of registrations aren't as much as I'd like. My guess is because I don't have internet or network play...I'll have to remedy that. (*Which as of 2026 is **still** not happening!*)

In September of 2004 I started messing around with the graphics because screens with large resolutions were making the cards appear smaller and smaller on the screen. I found some graphics online which I modified and changed and tweaked. In February of 2006 I made the jump to using API calls for graphics instead of using the built-in VB controls. Much faster and I also use the API call for text so even fewer controls to worry about. In 2007, I stumbled through attempting to integrate internet/network play. I have the basics working, but the details are dragging me down.

In 2007 after Windows Vista was starting to become "popular" (more "used" I guess is a better way to put it), I was getting queries if my game worked with Vista. I found a machine and tested it and other than the install routine it worked. However, later I found out that if you weren't running as an Administrator, it would fail miserably. In Late 2007, I re-wrote the entire setup routine and changed portions of how the Euchre program worked to follow the guidelines for the tighter security in Vista. After I thought I had it working properly, two

of the first five downloads were getting 429 errors. That shouldn't happen...not with Vista. From my experience with the bad install earlier, I'm guessing some other program didn't install properly and messed up their scripting abilities. I changed the program once again to not use those routines so I could avoid those errors altogether. After learning about folder ACLs, ACEs, SDs, and user SIDs, I was able to change the install to properly set user rights so the game would function properly. The setup is just as important as the program any more. I also found out that Windows Vista doesn't support the hlp help format any more. So what you are reading is in chm or compiled html help format or just straight htm on the web. It won't work with Windows 95, but I haven't seen anyone using Windows 95 for a few years now. It had been way too long since I did an update to the program and I feel this release in late 2007 will get me going back on the programming path.

It's ~~2008~~ 2026 now and I feel the next release will include the much-improved graphics, but still not the internet/network play. I have a book on network games that I need to read to avoid pitfalls that I'm sure I haven't thought about. Hopefully before the end of the year, I can release a new version. (Obviously this release with the new graphics is taking WAY too long).

Boy, how time flies. I started back up again in March of 2021 with renewed gusto and dove back in trying to document things better. In early 2022 the PO Box renewal came due and the cost had increased substantially. This led to v3.2.6 with all references to the PO box removed.

Jumped back to working on the major upgrade. Made decent progress until August of 2022 and then...nothing. I had made it to the point where I would have to start playing cards and delving into the logic which I guess seemed a bit daunting.

So in November of 2023 (15 months of not working on the upgrade), a few new registrations came in and a group of people at work started playing euchre which sparked my interest in getting the upgrade completed. I worked heavily on it through March of 2024 and got the program **substantially completed!** (*or what I thought at the time was substantially completed*) I have to say that during the porting of the code from the old version, I found *\*several\** errors in logic and coding that (hopefully) got fixed. It should make the logic even better. Much work still needed to be done before it is "done." Help file, installation program, more testing, and wrapping up the closing screen. The help file was a major ordeal since the program used to compile it only worked in Windows 7...had to run it in a virtual machine. Many revisions were necessary to include info on all the new options. I can have the program play itself with hardly any delays and will play a hand on average of every 6½ seconds. I set it in motion with a tweak in the setting to see what it will do with winning, euchred, loner, etc. percentages to see what effect a tweak in a setting or threshold for calling has on the outcomes.

So after a few more ~~months~~ **years** of tweaking, cursing, and coding and life outside of programming including two trips to Europe; version 4.0.0 was considered acceptable and the program sent to beta testers to see what worked and what didn't and to get general feedback. It is simply amazing the number of hours spent trying out the different options and debugging to try to make everything work. Also, got some help updating the website.

**Finally, v4.0.1 was released on March 14, 2026! Pi-Day!**

Here is a history by version number:

**DOS Versions from 1.0 thru 1.4 10.28.95 - 11.13.95:** Added the Auto Play toggle button and the Learn Mode in the Modes menu. Had the program go into Demo Mode if left idle at the main screen or at the end of a game for more than 25 seconds. Made slight change of back of card color. Added a border around the playing "table". Made minor bug fixes and enhancements in the playing logic. Work was also done in trying to reduce the data load time. A check was added to see if Control-C or Escape is pressed during loading of data.

**Version 1.5 11.18.95:** Added Canada mode and revised the order of the Modes menu. The Pause mode was changed to a toggle button and could be combined with normal and demo modes.

**Version 1.6 11.30.95:** Added the End It mode and the capability to choose different colors for the backs of the cards.

**Version 1.7 12.13.95:** Made more minor logic bug fixes and the started online help. The logic for leading was changed to provide more interaction between partners. A few more conditions were tested for Endit mode.

**Version 1.8 01.07.96:** Included a few more minor logic bug fixes and the finish of online help. The "boss" key (Left-Ctrl) was added to go to a blank DOS screen with a C:prompt.

**Version 1.9 02.11.96:** Improved Start New Game option. Fixed bug in saving options file to proper directory. Made Demo mode start immediately if selected. Fixed sound "stick" that occurred when running under Windows.

**Version 2.0: 03.04.96:** Improved and updated online help...made the descriptions more readable. Added the Trump > sub-menu and Must Call option under the Modes menu. Added the Play Trump option under the Partner menu. Made some more playing logic adjustments.

**Version 2.1: 06.24.96:** A MAJOR upgrade! Added Sound Blaster capabilities through the use of WAV files and the ability to search drives for user WAV files to assign to game events. Added statistics and the ability to have up to five different players plus a guest player in the Change Player option in the Options menu. Added the Review Hand option. Fixed bug when updating scores that would leave garbage where the mouse cursor was. Tweaked logic of playing and discarding a little more (an ongoing affair). Added sound when play the left bower in PC Speaker mode. Fixed "bug" where game would seem to freeze if quickly pressed the Alt key or moved the mouse quickly to the top and then away. Added the General section to the Help menu. Updated the documentation and the online Help. Started shipping with the Playwave utility and WAV sound files. Cards flushed to center of screen if hand ends early while in Endit mode. Added function key shortcuts. Added smiley faces. Sometime before this version changed the delay to 45 seconds before reverting to Demo mode.

**Version 2.11: 07.20.99:** Fixed problem on choosing sounds on computers with drive letters after L: and being able to "back up" a directory on a network drive (Show Dots).

**Version 3.1.1: 03.24.01:** First **Windows** Version! Added Midi Files for background music. Added options for redeal. Added the option to use 5s for scorecards. Broke the statistics down for current session and all-time. Added opponent and partner player names. Improved and fixed some bugs in the logic some more (after playing a few hundred more games). Added volume setting for music and sound events. Boss Key was omitted. Help was completely redone. Fixed bugs found during the beta testing phase mostly dealing with different resolutions and screen displays and some operating system differences.

**Versions 3.1.2 thru 3.1.6: 03.30.01 thru 04.23.01:** Fixed very minor bugs. Added some more *Endit* checks. Added the scorekeeping by numbers. Updated help file.

**Version 3.1.7: 05.18.01:** Reduced text size in various locations to keep text from wrapping. Changed setup routine to include scrrun.dll and msvcr.dll.

**Version 3.1.8: 06.03.01:** Made 'Cancel' flash instead of 'No' if ask for help on going alone if using Canada Rules and partner of dealer. Changed Total to reduce help from dealer if in Canada mode.

**Version 3.1.9: 07.06.01:** Added the Kitty to Review Hands. Added underscores to some Buttons so would indicate keyboard input would be accepted.

**Version 3.1.10: 07.22.01:** Improved programming to reduce exe size.

**Version 3.1.11: 07.29.01:** Added Disable Attract Mode in the Modes menu. This will prevent the program from entering Demo mode after finishing a game.

**Version 3.1.12 & 3.1.13: 11.18.2001:** Increased size of playing "field" if screen area available due to WindowsXP cutting off bottom buttons. Added note in setup about rebooting if font not displaying.

**Version 3.1.14: 01.01.2002:** Fixed bug if euchre.ini had no data. Added a logic improvement.

**Version 3.1.15: 05.12.2002:** Fixed logic bug. Added option to skip Opening Splash screen for Registered Version. Shortened the time to Auto Exit on Closing Screen for Registered Version.

**Version 3.1.16: 04.29.2003:** Added option to not 'mess' with sound card volumes on start and exit. This was added to prevent sound loss if Media Player was already playing when starting Euchre.

**Version 3.2.0: 12.30.2007:** Added the Options Screen to view most game and rule options all in one place. Added the "Kicked" Message option and Menu Item. Added the "Never order the Bower into YOUR Hand" option and Menu Item. Updated file locations and the setup routine to be compatible with Windows XP and Vista due to user rights. This should allow a standard user with restricted rights the ability to play the game. Changed the playing logic if the "Play More Trump" option is selected in conjunction with the Partner being set to Aggressive or Go For It! Added "You Have No Trump" to the "You Cannot Call Trump" message that flashes if the "Must Have Trump" option is selected and there are no trump in the hand when going around seeing if trump will be made or ordered.

**Version 3.2.1: 01.12.2008:** Removed the need for scripting files (scrrun.dll) to hopefully avoid the dreaded 429 'Can't create object' Errors. Updated the setup routine to change permissions of Application Data Folder so a 'Standard' User has access to the Euchre.ini file. Fixed a bug in the Options Screen versus the Menus for Trump Calling. Changed the help system from hlp to chm.

**Version 3.2.2: 05.04.2008:** Added the option to not flash the bowers if sounds were turned off or no sound card was detected.

**Version 3.2.3: 11.03.2012:** Added support for Windows 8.

**Version 3.2.4: 01.19.2014:** Added the option to not let your partner Go Alone.

**Version 3.2.5: 01.30.2014:** Updated Setup and Euchre to *correctly* identify Windows versions through 8.1.

**Version 3.2.6: 01.27.2022:** Updated Setup and Euchre to remove references to PO Box for mail-in registrations. Verified that this version and version 3.2.5 installs correctly on Windows 10 & 11.

**Version 4.0.1: 03.14.2026: *MAJOR UPGRADE!!!* Graphics, Graphics, Graphics!**

It actually makes the previous version look pathetic. So many updates, added rule options, Hand Replay option, enhancements, and general options added, they can't all be listed in this summary. Even different deck designs. Better logic with options to make the game easier or actually let the computer players **cheat!** (which it has been accused of for years).

**Version 4.0.2: 03.26.2026:** It didn't take long for a required update due to bug in finding additional graphics files. Added options for a pause after each **hand** and more time before the next deal. Both will allow more time to decide if a Review or RePlay is wanted.

**New Graphics Files: 04.06.2026 – 04.14.2026:** New graphics files for both the card faces and the card backs were developed. These are available [euchreusa.com/support](http://euchreusa.com/support) for download. Once downloaded and installed they are accessible on the Options – Colors & Decks menu. Click the folder icon for either "card faces or "deck groups" to see which files are available.

**Version 4.0.3: 05.08.2026:** Fixed a somewhat critical bug if using the keyboard for "y/n", suit choices, and card choices that would launch the program into a frenzy. Added a "Euchred when called a Loner" stat (yes, it happens...at least with the computer players). Added the "Keep Playing with 9 points" option under the End-It-Early option to continue the hand even with nine points if the calling team still has a chance at all five tricks...even though they don't need the two points to win the game. This is just to see if all five tricks would be won.

And as always, fixed and tweaked several small logic and operational "errors" that were discovered during recent play.

**Version 4.0.4: 07.07.2026:** Added hourglass mouse pointer change after a click on the RePlay or Review button after a hand to acknowledge the click. The button is fussy and doesn't always pick up on the click when it should.

Fixed and tweaked many small logic and discard "bugs" found while playing. Most of them won't make any difference in actual play, but fixed them anyway. Added a few more reasons for Learn Mode due to those changes.

## Future

### Possible Future Features:

- Play as partners or opponents over a network or the internet.
- More rule options **including the Benny!**
- If no one calls trump, a third round for calling High or Low (no trump).
- Tournament. Play a set number of games and try to beat other named opponents in a Tournament.
- Any other suggestions will be given consideration.

Please note these are just ideas I thought of. It does *not* mean they will be implemented.

## Contact

You can contact me at the following addresses:

- Snail Mail  
Please e-mail me to get a USPS address if you'd like to send something or register by using a check.
- E-mail  
[rich@euchreusa.com](mailto:rich@euchreusa.com)

Or visit my website for questions, updates, or support.

[www.euchreusa.com](http://www.euchreusa.com)

Please feel free to send me any suggestions, questions, complaints, or compliments you have about the program.

Thanks!

**Alone or Loner:** When the player calling trump plays without their partner. If this player gets all five tricks of the hand, the team gets four points.

**Bower:** The jack of the trump suit ([Right Bower](#)) or the jack of the same color suit as the trump suit ([Left Bower](#)). These are the highest cards in the hand.

**Euchred:** When the trump-calling team fails to get at least three of the five tricks of a hand. The opposing team gets two points for this.

**In the Barn:** When a team has nine points. (I guess if both teams have nine points...you could call the game a real "barn burner")

**Kitty:** The three cards under the turned card that are never\* played during the hand.

**March:** When the trump-calling team gets all five tricks of a hand. This team gets two points for this.

**Midi File:** A popular format to store "music". Midi files use instrument sounds to make their music; kind of like programming a synthesizer. Many midi files can be found on the internet by searching for midi.

**The Left or Left Bower (or Bauer):** The jack of the same color suit as trump. For example, if diamonds are trump, the jack of hearts is the left bower. This is the second highest trump. The left is not considered trump until after trump is made. This is an important consideration in the Trump calling Rules.

**Order Trump:** This usually refers to accepting the turned card as trump as opposed to Calling Trump which is naming a trump suit after the turned card has been rejected as trump.

**Redeal:** When a player has a "bad" hand they may ask for the hand to be dealt over if the option is set to allow redeals. Trump must first be determined before asking for a redeal. The criteria for a redeal is determined by the option set under the Rules menu. See the Menu Item Redeal for more information.

**Renege:** This is when a player does not follow the lead suit when he is able. Reneging is NOT allowed in this game by neither player nor computer.

**The Right or Right Bower (or Bauer):** The jack of trump. This is the highest trump card.

**Trump:** The suit which outranks all other suits for the duration of the hand. The nine of trump is higher than an ace of any non-trump suit.

**Turned Card:** The card that is turned up by the dealer that will either be accepted or rejected as trump.

**Trick:** A set of four cards, one played in order by each player. Five tricks make up a hand.

**Calling or Naming Trump:** This refers to a player designating a trump suit after the turned card has been rejected as trump. This is opposed to Ordering Trump which refers to accepting the turned card as trump.

**Hand:** This is a set of five tricks that are played for each deal of the cards. Points are scored for every hand played. The number of hands per game can vary from three to 19.

**Partner:** The player across the table who is you team mate.

**Dealer:** The player who passed out the cards to all of the players. Options for the first dealer of the gaming session are on the Game Operation tab under the Options menu item. After each hand, the deal passes to the

left or clockwise.

Snail Mail: U.S. Postal Mail as opposed to e-mail.

Zip file: A file compressed to reduce the size and quantities of other files. A zip file needs "unzipped" by a program in order to use the files it contains.

PayPal: A secure online service that allows payment by credit card to anyone with an e-mail address. Very Cool!

Trump Icon: A graphical representation of what suit trump is and which player made trump. The location of the trump icon within the spot is towards the player who made trump.

Wave File: A popular format to store sound. Many sound cards come with software to record your own wave files.