Overview

- **About this manual**

This manual describes the feature of game - Card Grid.
Show how to start the game, and how to play.

Getting Started

Compile and run the DeckOfCards.java
If you use Windows system, enter win + r, then cmd to get command window.

Find the path of your source file, like “D:\cardsgame\”, then enter “D:”, and "cd cardsgame".
Put in "javac DeckOfCards.java", wait for a while, and enter "java DeckOfCards".
Finally the game starts.

Enjoy playing the game

- **Introduction to the buttons**

**Shuffle cards:**
Start a new game, and only after you place all the 9 cards you can click it again.

**Skip (once):**
If you don't want to place the current card, click the skip button to turn a new card.
It is only available for one time use.

**Position buttons:**
After you have known what the card is, put the card in one of the 9 positions you want to get a higher final score.

**OK:** Confirm your score.
How to get more points
Each row and column of 3 cards is considered a ‘hand’. Each hand may achieve a score under the three categories described below.

**Category 1: Ace Flush (1000 points):** Three cards of the same suit including at least one Ace, e.g. ♠A-♣2-♦5 or ⚡6-♠A-♣4.

**Category 2: Flush (500 points):** Any three cards of the same suit, e.g. ♦3-♣2-♦5 or ♣2-♦4-♠6.

**Category 3: Pair (100 points):** A hand with two cards of equal face value and any other card, e.g. 6-6-4 or 5-5-A.

For example:

![Card Grid game](image)

Deal with the problems

If you meet some problems or have other questions, you can send an email to liuzhijiao@msn.com. I will reply you as soon as possible and update the game.