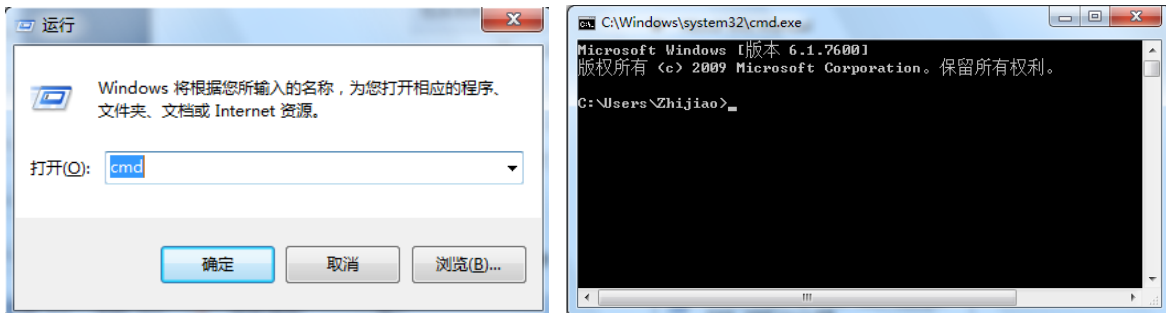# User Manual

For Card Grid game

Overview

- **About this manual**

This manual describes the feature of game - Card Grid.

Show how to start the game, and how to play.

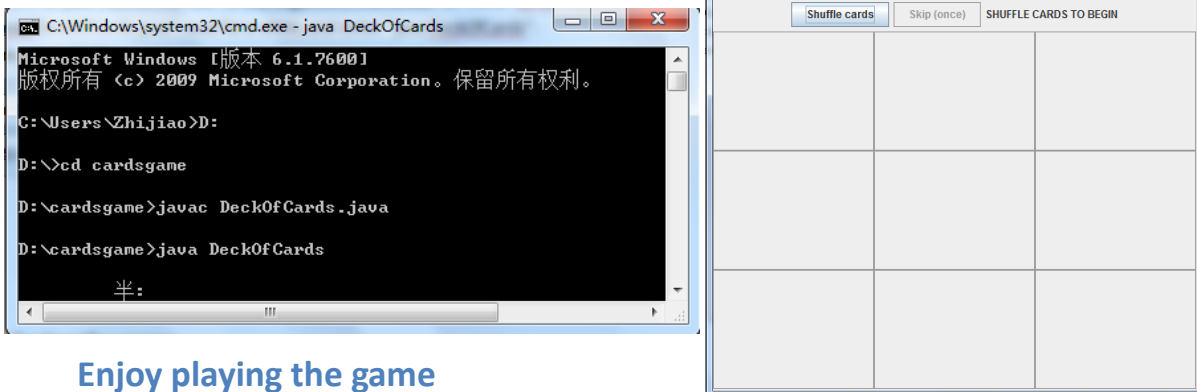## Getting Started

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：
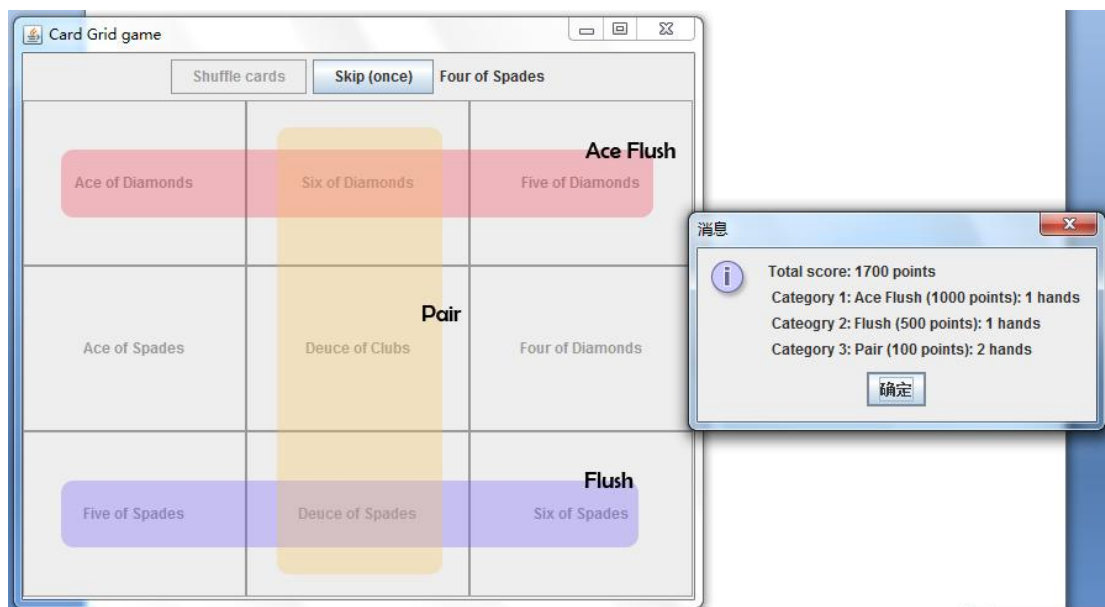
Deal with the problems

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.