

Soliton

COLLABORATORS

	<i>TITLE :</i> Soliton		
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Contents

1	Soliton	1
1.1	Soliton <Table of Contents>	1
1.2	Soliton <Description>	1
1.3	Soliton <Author>	2
1.4	Soliton <Klondike>	2
1.5	Soliton <Freecell>	4
1.6	Soliton <Main Window>	4
1.7	Soliton <Settings>	5
1.8	Soliton <Profile Manager>	6
1.9	Soliton <Statistics>	7
1.10	Soliton <Create Cardsets>	7

Chapter 1

Soliton

1.1 Soliton <Table of Contents>

S o l i t o n

Solitaire card game

Introduction	Description Author
Games	Klondike Freecell
Windows	Main Window Settings Profile Manager Statistics
Appendix	Create Cardsets History Copyright

1.2 Soliton <Description>

D e s c r i p t i o n

Features	Soliton is a Solitaire card game with the following features: <ul style="list-style-type: none">* Klondike and Freecell game mode* Cardsets are loaded via datatypes. You can also make them easily by yourself using any size or color depth you like.* System-friendly MUI user interface, runs on workbench or any other screen. Works very fine on graphic cards, too.* Selectable background pattern.* Opaque drag'n'drop card movement.* Many game options, timer, statistics, move indicator.
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- * Localized to many languages
- * Giftware

Requirements To play Soliton you need Kickstart 3.0 (or higher) and MUI Version 3.6 (or higher).

Installation Start the script "Soliton-Install". Don't panic: No files will be copied into your system directories.
To deinstall Soliton just delete the Soliton drawer.

1.3 Soliton <Author>

A u t h o r

Soliton was written by Kai Nickel

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Soliton is Giftware: if you like this game, you are asked to send me a little donation.

Updates and cardsets can be found on my homepage or in Aminet (game/think and game/data).

All translations were done by ATO. See chapter Copyright for translators names.

1.4 Soliton <Klondike>

K l o n d i k e

Rules Playfield layout:

```
+---+ +---+      +---+ +---+ +---+ +---+
|   | |   |      |   | |   | |   | |   |
| G | | E |      | D | | D | | D | | D |
|   | |   |      |   | |   | |   | |   |
+---+ +---+      +---+ +---+ +---+ +---+

+---+ +---+ +---+ +---+ +---+ +---+ +---+
|   | |   | |   | |   | |   | |   |
```

```

| R | | R | | R | | R | | R | | R |
|   | |   | |   | |   | |   | |   |
+---+ +---+ +---+ +---+ +---+ +---+ +---+

```

G: Game pile
 E: Empty pile
 D: Destination piles
 R: Row piles

The goal of the game is to move all cards to the destination piles. Each destination pile starts with an Ace of one suit followed by 2, 3, 4, 5, 6, 7, 8, 9, 10, J, Q, K of the same suit.

To achieve this goal, you have to use the row piles. You can place a card on a row pile if it has the opposite color of the topmost card and if its value is one below the value of the topmost card. Example: a 10 of Hearts fits to a J of Spades. You can move rows of cards just the same way.

Click the game pile to move some cards to the empty pile.
 Double-click a card to make it fly to its destination.

Helpers

There are two special buttons for playing Klondike:

The 'Move' button indicates a move possibility and executes it if you click.

Pressing the 'Clean up' button automatically moves as many cards to their destinations as possible.

Score

Soliton calculates a score for each game and keeps a permanent highscore list. And this is how scores are calculated (temp. piles are the seven piles on the bottom):

Move card from game to row pile	+	5
Turn around card in row pile	+	5
Move card to destination pile	+	10
Move card back from destination to row pile	-	15
Every 10 seconds game time	-	2
Use of UnDo button	-	15
If playing in "turn 1 card" mode: For each run through the game pile	-	100
If playing in "turn 2 cards" mode: For each run through the game pile starting from the second run	-	50
If playing in "turn 3 cards" mode: For each run through the game pile starting from the third run	-	20

If you win the game, you get a bonus that depends on the game time. The score will never be negative.

1.5 Soliton <Freecell>

F r e e c e l l

Rules Playfield layout:

```

+---+ +---+ +---+ +---+   +---+ +---+ +---+ +---+
|   | |   | |   | |   |   |   | |   | |   | |   |
| F | | F | | F | | F |   | D | | D | | D | | D |
|   | |   | |   | |   |   |   | |   | |   | |   |
+---+ +---+ +---+ +---+   +---+ +---+ +---+ +---+

+---+ +---+ +---+ +---+ +---+ +---+ +---+ +---+
|   | |   | |   | |   | |   | |   | |   | |   |
| R | | R | | R | | R | | R | | R | | R | | R |
|   | |   | |   | |   | |   | |   | |   | |   |
+---+ +---+ +---+ +---+ +---+ +---+ +---+ +---+

```

F: Free piles

D: Destination piles

R: Row piles

The goal of the game is to move all cards to the destination piles. Each destination pile starts with an Ace of one suit followed by 2, 3, 4, 5, 6, 7, 8, 9, 10, J, Q, K of the same suit.

You may only move one card at a time. It may be placed on a row pile, if it has the opposite color of the topmost card of the pile and if its value is one below the value of the topmost card. Example: a 10 of Hearts fits to a J of Spades.

A "free pile" can only carry one card. To move a row of cards at once, use the free piles as buffer. Soliton does this automatically for you: if you try to move a row of cards, the cards will fly to the free piles before going to the destination. The more free piles are empty, the more cards you can move in a row!

1.6 Soliton <Main Window>

M a i n w i n d o w

The window mainly consists of the playfield. Cards are moved by drag'n'drop: Click onto a card, hold mousebutton pressed and release it over the destination field. To move a row of cards, drag the first card of the row and the other cards will follow.

Buttons On the left of the window is a button bar. The buttons represent the most important menu items. To find out what they do, please look at the according menu item.

Some buttons and menu entries depend on the game you are playing. Please look at the chapters Klondike or Freecell to learn about their function.

On the button bar is also a game timer that starts from zero every time you start a new game. It is running only while the Soliton window is active!

Menu The menu offers the following functions:

Project

New	-	Start new game
Undo	-	Make last move undone.
Statistics	-	Open game statistics window.
Help	-	Open online help like pressing HELP
About	-	Show program information
Quit	-	End Soliton.

Profiles

Here you can switch between different profiles. A profile is a combination of a cardset and a pattern. You can define profiles in the profile manager.

Settings

Soliton	-	Open Soliton settings window.
MUI	-	Open MUI settings for Soliton.

Help If you press the HELP-key you will get an online-help window containing this documentation.
If you don't move the mouse pointer for a while, you will see a bubble with information about the object under the mouse pointer.

1.7 Soliton <Settings>

S e t t i n g s

Appearance Fly speed

Speed of the cards when they are 'flying' to their destinations. You may also select 'no amin' to make the cards immediately jump to the destination.

Buttons

Show or hide the button row in the main window. This may be necessary to use a big cardset on a small screen.

Requester

Ask before starting a new game or quitting the program.

Gameplay

This page is only available in Klondike game.

Open cards

Number of cards that should be turned around whenever you click the stack on the top left. The more the harder the game will be.

Auto open

Turn around the topmost card of a stack as soon as it becomes uncovered. This option does not affect the difficulty of the game.

Indicate moves

Show the 'Move' button every time there is a move possibility.

Block moves

If active, you have to move the cards from the stacks all together as a single block. If not, you can take some of the cards and move them. The option makes the game harder.

1.8 Soliton <Profile Manager>

P r o f i l e M a n a g e r

You can define graphic profiles here. A profile is a combination of a cardset and a background pattern that can be selected in the profiles menu. The Soliton games share this profile list.

Profile

Name of the selected profile.

Cardset

The image containing the cardset. You can easily create your own cards.

Pattern

Background pattern of the playfield. You can use any image

file you want.

1.9 Soliton <Statistics>

S t a t i s t i c s

In this window you will see some facts about the running game, the session you are playing and about all sessions. Press the Clear-Button to delete the all-sessions-history.

The statistics are saved seperately for each Soltion game. Klondike has a highscore table.

1.10 Soliton <Create Cardsets>

C r e a t e C a r d s e t s

A cardset is an image file. The cards must be placed next to each other in the way that is presented in the file "Standard Cards Medium.iff".

The size of your cardset is free. But keep in mind, that if the cards are big, you will need a very big screen to play!

Save the whole picture exactly without border ("save as brush") because Soliton assumes the card size to be 1/14 of the picture width and 1/4 of the picture height.

You can use any color depth you like. Soliton will remap the cardset to the present display enviroment while loading. Do NOT use HAM modes, because they cannot be remapped to be shown on "normal" screen modes.

You can use every picture format that can be loaded with datatypes. Because not everybody has got all exotic datatypes I believe IFF, JPEG or PNG to be the best choice.

I think Aminet/game/data is the best place to publish your cardsets. Please don't forget to include a .readme file.
