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Tom's Pretty Good Solitaire 1.0

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FreeCell Towers

In FreeCell Towers, the entire deck is dealt into 8 piles of cards, called the Tableau.   Above the tableau are 4 cells (marked with X's), and 4 foundation piles (to the right of the cells).   The object of the game is to build up the foundation piles from ace to king, one for each suit.   The first cards that go on the foundation are the aces, then a two of the same suit can be placed on an ace, and so on. The game is won if all 52 cards are moved to the foundation piles.

The top card of any tableau pile can be moved to a foundation pile, if possible.   The top card of any tableau pile can also be moved to any cell.   Only one card is allowed at a time in a cell.   Cards in the cells can be moved to the foundation piles, if possible, or back to the tableau, if possible.

Only the top card of any tableau pile can be moved.   Cards can be moved among the tableau piles according one of two rules: if the FreeCell rule is set, tableau piles are built down by alternating color; for example, a red 7 could be played on a black 8.   If the Seahaven Towers rule is set, tableau piles are built down in suit.   That is, only a 7 of spades could be played on an 8 of spades.   Which rule is in force is set in the Options menu.

All settings are automatically saved each time you exit FreeCell Towers.   Once you have the settings you want, you won't need to ever change them again if you don't want to.   If you exit the program before finishing a game, the game is automatically saved and you can resume play when you run FreeCell Towers again.

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New Game

Selecting New Game from the Game menu will deal out a new deck.   In some programs (such as FreeCell Towers), the program will first ask if you want to resign your current game.   If yes, it will add a loss to your statistics.

Restart Game

Selecting ReStart Game from the Game menu will start the current game over again from the beginning.   This will not affect your statistics in the programs that keep statistics.

Undo

Selecting Undo from the Options menu will undo the last move.   Moves can be undone back to the beginning of the game (of course, ReStart Game would be easier in this case).

Redo

Selecting Redo from the Options menu will replay any moves you have undone.   In case you change your mind.

Statistics

Selecting Statistics from the Options menu will show you your current statistics.   Depending on the game, It shows how many games you have won or lost, your winning percentage, and the average number of moves of your wins, or how many points you have.   You can clear your statistics back to zero at any time.

Rules

Selecting Rules from the Options menu allows you to select between the two move rules on the tableau: FreeCell rules, where the tableau builds down by alternate colors, and Seahaven Towers rules, where the tableau builds down by suit.   Obviously, Seahaven Towers rules are somewhat harder.

Card Backs

Selecting Card Backs from the Options menu allows you to select between 6 different card backs. Card Backs are only visible in the foundations before aces are placed there, or in games where some cards are face back.   In some games, the change of card back will not go into effect until a new game is started.

King Only

By selecting King Only from the Options menu, you can only fill an empty tableau pile with a King. With this not selected, any card can be placed in an empty tableau pile.

Auto Play

By selecting Auto Play from the Options menu, any cards in the tableau or cells that can be legally moved to the foundation are automatically moved there.   This speeds up play.

Bakers Dozen

In Baker's Dozen, the entire deck is dealt into 13 piles of 4 cards each.   The 4 kings are immediately moved to the bottom of their piles.   The top card of each pile is available for play.

The 4 piles at the right of the screen are the foundation piles.   The foundation piles are built up in suit from ace to king.   The game is won when all 52 cards are   moved to the foundation piles.

The 13 tableau piles are built down regardless of suit.   For example, a 7 of hearts could be played on an 8 of diamonds.   Only one card at a time may be moved.   Any spaces left by removing an entire pile cannot be filled.

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Tips: Don't let one foundation get too far ahead of the others.   Watch for piles that contain a lower card of a suit below a higher card of the same suit.

Golf

Golf is a very simple game to play, but difficult to win.   Seven piles of 5 cards each are dealt face up, forming the tableau.   One more card is dealt face up to become the waste pile.   The rest of the cards are dealt face down in the stock pile.

Only the top card of each pile is available.   To play, build in sequence either up or down regardless of suit on the waste pile.   For example, if the top of the waste pile is a 5, you can play either a 6 or a 4 on it.   The sequences do not "wrap around."   Only a 2 can be played on an ace, and nothing can be played on a king.

Whenever there are no possible plays, turn over a card in the stock by clicking on it.   This card goes to the waste pile.

The game is won if the tableau is cleared.   If the tableau is not cleared, the object is to leave as few cards as possible.

New Game
Restart Game
Undo
Redo
Card Backs

Tips: Work out your sequences in advance.   Be careful to save queens for kings, and twos for aces.

Fourteen Out

Fourteen Out is a simple game to play, and is fairly easy to win.   The entire deck is dealt face up into 12 piles (8 piles of 4 cards, 4 piles of 5 cards).   Only the top card of each pile is available for play.

The object of the game is to discard all the cards in pairs that total to 14.   For example, a king and an ace, a queen and a 2, or an 8 and a 6.   To remove a pair, pick up one card with the mouse and drop it on the other.

The game is won if the entire deck is discarded.

New Game
Restart Game
Undo
Redo

Yukon

Yukon is a relative of Klondike, the Windows Solitaire game.   28 cards are dealt into 7 piles, the same as Klondike.   Then the remaining 24 cards are dealt face up in the rightmost 6 piles, 4 in each pile.

The 4 blank spots with the X's are the foundation piles.   The foundation piles are built up in suit from ace to king.   The game is won if all 52 cards are moved to the foundation piles.

The tableaus are built down by opposite colors.   For example, a red 6 can be dropped on a black 7 (no cards can be built on an ace).   Any face up card in the tableau may be built upon another, no matter how deep it is in a pile.   All cards covering it are moved together.   When a face down card is uncovered, it is automatically turned face up and is available for play.   Spaces created by moving an entire pile can be filled only with kings.

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Tips: Uncover the face down cards as soon as possible.   Don't let one foundation get too far ahead of the others.

How to register

Tom's Pretty Good Solitaire is a program intended to provide simple and cheap games for Windows. Many more solitaire games are under development.

To register your copy of the Solitaire Pack, print out the registration form and send $4.95.   This price registers all the games!

Incidently, the shareware versions of these games are fully functional versions.   I don't believe in crippleware.   But since every program can be improved, watch for updated versions along with additional solitaire games.   Suggestions for new features and games are always welcome.

Registration Form

Registration Form

Tom's Pretty Good Solitaire 1.0

(FreeCell Towers, Baker's Dozen, Golf, Fourteen Out,Yukon)

Print out this form.   (To print, select Print from the File menu.)
Send this form along with a check for $4.95 to:
Thomas Warfield
1309 N Hershey Rd #8
Bloomington IL   61704

Name_____

Address_____

City_____State_____Zip_____

E-Mail address_____

Where did you hear about the Solitaire Pack?

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Suggestions:

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About

Tom's Pretty Good Solitaire 1.0: FreeCell Towers, Baker's Dozen, Golf, Fourteen Out, Yukon

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Thomas Warfield
1309 N Hershey Rd #8
Bloomington IL   61704

Technical Support is available by e-mail to: Tomstaaf1@aol.com
(Note: the last character before the @ is a one)