

13 Out Card Game for Windows

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Menu Commands

The menu contains the following command structure

Game

New

Undo

Select Deck

Options

Exit

Help

Help Index

Register

About 13 Out

You may select a main menu by clicking on its title with a mouse or typing <ALT> plus the underlined letter of the topics title. Then select the required sub menu command by mouse clicking or using the underlined letter key.

New command

Restarts the game by gathering all the cards from the table, shuffling the deck and re-dealing a new game.

Undo command

Reverses the last move made by the player.

Options command

Calls up a dialog box to select

Draw Mode

Outline Drag

Save as defaults

Exit command

Ends the program.

The same result is created by selecting Close from the System Menu.

Help Index command

Executes the Windows Help Engine and loads the help file 13OUT.HLP

About 13 Out command

Displays a dialog box containing

- Copyright information
- Version data
- Registration status

Draw Mode option

There are three modes of operation of the deck of cards.

Straight 3 Three cards are counted from the deck and turned over as a group
Reverse 3 Three cards are turned from the deck one at a time.
Draw 1 One card is turned at a time

Draw 1 constitutes the easiest game to play, while Straight 3 is the most difficult.

Outline Drag option

When moving the cards around the playing area you may select to either draw the full stack of cards or an outline only.

Drawing Outlines is much faster.

When using outline drawing if the stack of cards being dragged passes over another stack on which they may be played then the stack will invert to provide a visual cue.

Save as Defaults option

When checked, this option causes your selections to be recorded in the 13OUT.INI file for future use. The next time you start the game it will use these recorded settings.

Without this option all changes to the options remain in force only until you close the program.

Rules

The game of 13 Out is a single pack patience game.

It is laid out in four areas

1. The deck and discard pile at the top left.
2. A reserve of thirteen cards laid face down at the top right of the playing area.
3. Four Building Piles in the centre of the playing area.
4. A tableau of four columns of cards at the bottom of the area.

The initial deal positions 13 cards in the reserve (hence 13 Out), one card on each of the columns of the tableau and a single card to start the first Build Pile.

The object of the game is to found the remaining three base cards as and when they appear and to build them upward in sequence, turning from King to Ace until each pile contains 13 cards.

The tableau may be used to pack cards ready for transfer to the building piles. The tableau is packed in descending sequence and alternating colour.

Cards from the reserve may be played onto the Build Piles or the tableau.

Cards may be moved singly or in sequences following the packing rule.

Playing the Game

The mechanics of playing 13 Out is designed to be as alike to Solitaire (supplied by Microsoft with the Windows 3 environment) as possible. The following mouse actions are valid.

Click the mouse on the deck to turn the next card.

Click the mouse on the reserve to turn over its top card.

Click and drag any card or packed sequence of cards from its location.

When the dragged sequence of cards is overlapping its destination, release the mouse button to drop the cards on their destination. If the move is not valid then the cards will return to their initial location.

You may double click the mouse on a card to transfer it to the Build Piles.

Shareware

A marketing/distribution concept which permits the user to try a piece of software before making a purchase. The software may be used for a limited period of time for evaluation.

Use after the evaluation period requires Registration with the Author.

Registration rewards the author for his efforts and encourages further work.

Registration

This product is distributed as Shareware. You may try the software for a period of 30 days. If you wish to continue to use it after this period then you must register with the author.

To register send Five Pounds Sterling (or equivalent payment in readily convertible currency or money order) to the address below. Registration Payments should be payable to **P.B Cook**, written in pounds sterling and drawable on a United Kingdom bank.

**Mr. Philip B. Cook,
(13 Out),
7 Deaf Hill Terrace,
Trimdon Station,
County Durham TS29 6BZ
United Kingdom**

I may also be contacted via telephone on

International **+44 429 880319 / +44 642 485395**
UK **0429 880319 / 0642 485395**

see also

[Order Form](#)

[Entering Registration Information](#)

[US Registrations](#)

[Commonwealth Registrations](#)

Registration Payment

The following are the forms of payment acceptable in declining order of desirability

United Kingdom Bank Cheque

Eurocheques

Postal Money Order (written in UK Pounds Sterling)

International Money Order (written in UK Pounds Sterling)

UK Pounds Sterling Currency

US\$ Currency

Payment in currency is not desirable since it is not secure from theft in the post. I am unable to handle currency other than the above (it costs too much to convert in small quantities).

I am not able to accept payment by credit card.

13 Out Order Form

Registration

- [] I wish to register my copy of 13 Out.
I enclose the registration fee of FIVE Pounds Sterling (UK £5.00)

Updates

- [] Please supply a 3.5 inch 720k disk for latest version of 13 Out (and other Shareware software on a trial basis). I enclose an extra £1.50 (£3.00 for non UK locations) to cover costs of disk, duplication, postage and packing.

else

- [] I enclose a blank formatted disk plus return packaging and postage for my location to receive the latest version of 13 Out (and other Shareware software on a trial basis).

Name _____

Address _____

Tel Number _____

13 Out Version Number
as reported by Help/About _____ and

13OUT.EXE date/time stamp _____

Signed _____

Please help my investigation into distribution channels by also supplying the following information.

I got my Shareware copy of 13 Out from (please delete as appropriate)

Vendor / Friend / Bulletin Board / Magazine Cover Disk / Me / Other (please specify)

Name of Source _____

Entering Registration Information

You may enter your registration information by selecting the **Register** command from the Help menu.

Your registration is recorded in the 13OUT.INI file. Please do not interfere with the registration information in the INI file. Should the file become corrupted you should delete the file and re-enter the information provided on your Registration Certificate.

INI file settings

The 13 Out program stores all its default settings in the file 13OUT.INI in the WINDOWS directory. The following settings are documented.

[13Out]

DeckMode=n specifies the way in which cards are turned from the deck.
0 = Straight 3 - Three cards are counted from the deck and turned over as a group.
1 = Reverse 3 - Three cards are turned from the deck one at a time.
2 = Draw 1 - One card is turned at a time

DragMode=n specifies the drawing mode for cards when being dragged
0 = draw full card.
1 = draw outline only

UserName= the name of the user (when registered)
Reg.ID= an encrypted code to confirm registration

Background=\$bbggrr where
bb is a hex number (00-FF) indicating Blue Intensity
gg is a hex number (00-FF) indicating Green Intensity
rr is a hex number (00-FF) indicating Red Intensity
don't forget the \$ on the front.
This sets the desired background colour of the playing area. The program will select the nearest colour supported on your display.
The default colour is green (\$008000) on colour displays and White (\$FFFFFF) on B&W displays.

CardDeckFileName= fully qualified filename of the Card Deck image file.
eg **C:\GAMES\13OUT\CARDDECK.BMP**

EditorName= fully qualified filename of the Bitmap Editing program to be used.
(if none supplied then **PBRUSH.EXE** is assumed).
eg **C:\TPW\UTILS\WORKSHOP.EXE**

Background Colour

The background colour of the display area may be adjusted by including a command in the 13OUT.INI file. Any change of colour will only come into effect after restarting the game.

You should use the Notepad accessory program or other simple text editor to insert the necessary commands.

Introduction

Welcome, to what I hope will be the first of many pieces of successful software distributed to the public via the medium of SHAREWARE. I very much hope that you will enjoy playing the game of 13 Out, which was introduced to me while on my Grandmothers knee more years ago than I care to remember, though she didn't seem to need all this technology to play it, just a simple deck of cards.

I have modelled the way in which the games behaves on the version of Patience called Solitaire distributed by MicroSoft with the Windows 3 Environment.

The code however is 'all my own work', with only a little help from the nice people at BORLAND who provide some even nicer examples of how to go about things Windows fashion, when you purchase their excellent TURBO PASCAL for WINDOWS product, of which I cannot speak too highly.

This whole piece of software is by way of an essay in the Art of programming and allowed me to learn and forget more things about the Windows Environment than are probably good for me..... I just hope you like it.

see also

[Requirements](#)

Requirements

The minimum system requirements to run this program are

- An IBM PC AT or compatible.
- Microsoft Windows V3.0 or above
- A mouse.

The program has been tested running under Microsoft Windows V3.0 and V3.1 using hardware varying from an 8Mhz Tandon AT to an IBM 386DX Portable on a range of display adaptors.

The program will run in Real, Standard or 386 Enhanced modes.

Reserve

A group of cards dealt to the layout at the start of play, distinguished from the tableau by the fact that no packing takes place on it.

Tableau

An arrangement of cards on the playing area, usually consisting of several columns of overlapping cards, whose distinguishing feature is the fact that packing takes place on the exposed cards of the columns.

Packing

To place cards on top of one another (overlapping) in a temporary part of the layout called the tableau, in accordance with the rules specifying a sequence which is usually the reverse of that required for building the suites.

Building

The object of most patiences is to build piles of cards in sequence.

Building is the act of adding cards to such a sequence.

Build Piles

The piles of cards on which building takes place.



A card deck in this application is 71 pixels wide by 96 pixels high.

Select Deck command

This command prompts the user to select from a set of possible card decks.

The dialog displays a scrolling listbox of Card Deck images (these are stored in **.bmp** files).

To select a new deck you may

- > Click with the left mouse button on the desired deck and press the OK button.
- > Double click with the left mouse button on the desired deck.

The Card Deck Filename is displayed above the Card Deck listbox.

Pressing the Cancel button returns you to the game without activating any change in deck you may have made.

You may also select from Card Decks stored on other drives or in other directories by using the Drives and Directories list boxes.

Pressing the Edit button opens a predefined Bitmap editing program with the selected card deck to allow you to modify the appearance of the Deck. The default editor is the Windows supplied Paintbrush program. If you wish to substitute some other editor then modify the EditorName= line in the application INI file

The chosen Card Deck is stored for future games in the CardDeckFilename= line in the application INI file

Note - these functions are not available when using Windows 3.0 Real mode. To change the Card Deck when you must use Real mode it is necessary to directly modify the application INI file by using a text editor (eg Notepad).

see also Creating your own Card Deck

Creating your own Card Deck

The program is supplied with a number of Card Decks. You may select the Deck in use by using the Game/Select Deck ... command from the Main Menu. Unusually, these decks are supplied as external files using the Windows Bitmap format, rather than inbuilt, unchangeable resources.

You may modify or add to the set of Card Decks by using any Windows Bitmap painting program (eg Windows Paintbrush). A deck is defined as a 16 color bitmap stored in the Windows RGB encoded BMP format with standard dimensions.

You may launch your Card Deck editor program by selecting the Deck you wish to modify in the Select Deck dialog and pressing the Edit Card Deck button. This will open the editor and load the Card Deck design ready for editing. If, after editing, you wish to keep the changes then save the image (remembering to give the file a new name if this is to be an extra Card Deck).

The default editor is the Windows supplied Paintbrush program. If you wish to substitute some other editor then add a line

EditorName=

in the application INI file

You may also use any Screen Grabber or Scanner software to create an image to use as a Card Deck design provided it can create files using the Standard 16 color Windows RGB format.

see also Select Deck command

Edit Card Deck button

Pressing this button, launches a user defined Bitmap Editing program, loading the currently selected Card Deck image for editing.

The default editing program is Paintbrush, supplied with Microsoft Windows.

US Registrations

If you would like to register 13 Out, please do the following:

Go to your local Post Office and ask for an Authorization to issue an International Money Order in the amount of \$10-00.(This is the nearest you are going to get to 5 pounds sterling). You must put your own name and address on the front of the form. On the back of the form, put my name and address (including the program name) in the Payee's box as follows

**Mr. Philip B. Cook,
(13 Out),
7 Deaf Hill Terrace,
Trimdon Station,
County Durham TS29 6BZ
United Kingdom**

The completed form must be mailed to:

**International Money Orders,
Box 14964,
St. Louis, MO 63182-9421**

In St. Louis, the money is converted into British pounds and mailed to me. When I get it, I will send your registration code and certificate by return. This may sound complicated but it works and it avoids the ridiculous over-the-top bank commission fees that I would have to pay over here. My heartfelt thanks to Carolyn Z. Gillay of California for pioneering the system and Dave Jewel (author of TimeFrame) for telling me about it.

Commonwealth Registrations

Most parts of the Commonwealth have reciprocal arrangements with the UK for handling Postal Money Orders. Please ensure the Money order is written in UK Pounds Sterling.

Most Banks in the Commonwealth have branches in London, they can often issue a cheque for you in UK Pounds Sterling drawable on the UK Branch.

Both of these arrangements are acceptable for payment of the registration and disk fees.