

Six Pack - Index

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The Six Pack Program and Help File is Copyright (c) 1994 [Philip B Cook](#) and is distributed as ***Shareware***



The appearance of the symbol on a help screen indicates the availability of a visual display relating to the topic. Click the mouse button on the symbol to reveal the display.

Introduction

Six Pack is a set of six traditional patience games. Each game uses a single deck of fifty-two playing cards. The games are of a type known to *Patience Buffs* as *Simple Packers* in which cards are built in ascending sequence in one part of the board while stacked in the reverse sequence in another.

The Solitaire game distributed by Microsoft with Windows is another example of this type of game.

Menu Commands

The Six Pack program has a menu bar comprising the following commands

Game

New
Undo
Options
Deck
Exit

Help

Help Index
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New command

Selecting the New command causes all the cards to be gathered from the playing area, the deck shuffled, and a new game to be dealt into the playing area according to the game variant chosen.

You may not Undo this command.

Undo command

This menu command reverses the last move made by the player.

Only one level of undo is supported by this program (after all it is cheating!)



Options command

This menu command calls up a dialog box to define the finer actions of the game.

You may select each of six variants of the basic game, choose to use Hints, or to speed the dragging of cards in the game by requesting that only an outline need be drawn when dragging.

The options once defined may be stored as the defaults for the game by pressing the Save button, or used only for the current session by pressing OK.

If you choose to change the game variant while in mid game then the cards will be redealt in the new configuration and your previous game lost.



Deck command

Selecting the Deck command calls up a dialog to select a new card deck design for use in the game. Twelve card decks are supplied with the game and stored as individual designs in bitmap files (.BMP).

You may select the required deck by scrolling the designs in the list box and then double clicking the required design or pressing the OK button. If you have more deck designs stored in other directories (from any of my other single deck games) then you may use the Drives and Directories listboxes to select a design from another location).

Selecting the Edit Card Deck button will open your Graphic Editing program and load the currently selected card design for editing. If you wish to keep both the old and the new designs then remember to save the new design with a new filename. By default the *Paintbrush* program supplied with Windows will be used to edit the card decks but you may also specify an alternative in the Six Pack Initialisation file **6PACK.INI**

Exit command

Selecting the Exit command closes the application program.

Selecting Close from the application System Menu has the same effect.

Help command

This command calls up this online Windows Help File.

About command

Displays a dialog box containing information on the Copyright of the program. Version number and date of revision and the Registration Status of the program

Rudiments of the Game

The mechanics of play have been designed to mimic those with which you will be familiar from playing Solitaire. The game requires a mouse.

A single deck of cards is supplied in the top left of the playing area, with a discard pile to its right. Space for four build piles is supplied along the top of the playing area and a number of playing piles (called the tableau) is laid out below.

Click the top of the deck of cards to turn the next card from the deck.

Click and drag with the left mouse button to lift a set of cards from their position and move them to a new location. You should ensure that the dragged cards overlap the destination before releasing the mouse button to complete the move. If the move is valid then the cards will be placed smartly on their new location else they will be returned to their place of origin. The program will only permit sets of cards to be lifted provided they are correctly stacked (as defined by the rules of each game).

Double click a single card with the left mouse button to transfer it to the build piles at the top of the playing area.

Click with the right mouse button on a card or the top of a sequence of cards to ask the computer if they can legally be moved to another location (see [Hints](#)).

The object of each of the games is to complete four piles of cards at the top of the playing area in ascending sequence and in suit.

Initialisation File

The default behaviour of the Six Pack game is defined by entries in the Initialisation file (6PACK.INI). The following entries are documented for use by the player. Most of these settings are recorded by the use of the Save button in the Options dialog or when using the Deck selection dialog.

[Six Pack]
DragMode=n specifies the drawing mode for cards when being dragged
0 = draw full card.
1 = draw outline only
Hints=n specifies the level of hints in use
0 = no hints
1 = right mouse clicks active
2 = automatic hints active
UserName= the name of the user (when registered)
Reg.ID= an encrypted code to confirm registration
CardDeckFileName= fully qualified filename of the Card Deck image file.
eg **C:\GAMES\4ACES\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**
Endgame=n 0 = no end game display. The End Game display in Six Pack uses considerable Graphic Resources and may take considerable time to complete. The player may switch off the display permanently by setting this option.

Hints

To assist the player in solving the patience games Six Pack is supplied with two hint features. These are selected by use of the Option menu command.

When activated, the player may use the right mouse button to determine if a set of cards may be moved to a new location. Click the right mouse button on the uppermost card of any pile, if the card may be moved to another location then both the card and its possible destination will be displayed in inverse video for a moment.

You may right click on the top card of a stacked sequence to see if the entire sequence may legally be moved.

Right clicking on the top of any group of cards in a pile will cause the computer to identify any correctly stacked sequence in the pile that may be moved and any potential destination.

The program will locate only the first valid move. This may not be the best strategic move. The player must decide how to use this extra information.

In addition, a second level of hint automatically checks the uppermost card of the discard pile whenever a move is completed to prompt the player of a possible move from the discard pile.

Rules

Six Pack contains six games which are similar in play, but varying in the layout of each game. The object of each game is to found the base of each build pile and then add to the build piles in ascending sequence and in suit. All but one game (Whitehead) variant uses the Ace of each suit as the base card.

Cards are turned from the deck one at a time and placed on the discard pile. The top card of the discard pile is always available for play.

Only one variant permits the deck to be turned. (Blind Alley)

Some of the games permit the filling of a vacant space in the playing area with any card, others restrict this to a King.

All the variants permit the movement of correctly stacked sequences of cards but each game has its distinctive stacking rule (two allow the placement of cards according to one stacking rule, but only permit movement of stacked sequences meeting a more rigorous rule - Six by Six and Whitehead).

The variants are called

Westcliff, Blind Alley, Whitehead, Thirty-six, Six by Six, Thumb and Pouch

Deck Selection Dialog



Options Dialog

Options

Variant

Thumb & Pouch

Outline Drag

Hints



Variants

There are six different patience games supplied in Six Pack. Each is played in a similar way, but they each have different layout and packing rules. The variants are called

Westcliff

Blind Alley

Whitehead

Thirty-six

Six by Six

Thumb and Pouch

Westcliff

This game is dealt as three rows of seven cards with the uppermost card in each of the seven columns turned face up.

The base piles are founded with the Aces of each suit as and when they appear and are built in ascending sequence and in suit to the King.

Cards in the playing area may be placed on one another provided they are of opposite colour and descending sequence.

An empty space in the playing area may only be filled with a King or correctly stacked sequence headed by a King. (The original description I have of this game allows any card to fill a vacancy, but the game is then much too easy!)

You are permitted only one pass through the deck.

See also

[Rules Overview](#)

Blind Alley

This game is dealt as three rows of six cards with the uppermost card in each of the six resulting columns turned face up.

The base piles are founded with the Aces of each suit as and when they appear and are built in ascending sequence and in suit to the King.

Cards in the playing area may be placed on one another provided they are of opposite colour and descending sequence.

An empty space in the playing area may only be filled with a King or correctly stacked sequence headed by a King.

You are permitted two passes through the deck.

See also

[Rules Overview](#)

Whitehead

Whitehead is dealt as a triangular array of seven columns of cards varying from one to seven cards in each column. (This is similar to Solitaire). All the cards in the playing area are dealt faceup. An extra card is dealt to the first build pile to define the base card for the game.

Since all the cards in the playing area are visible then this game requires planning skills.

Cards on the build piles are built in ascending sequence and in suit turning from King to Ace as necessary.

Cards may be stacked on one another in the playing area provided they are of the same suit and descending numerical sequence.

Cards may moved singly or as stacked sequences provided the sequence is all of the same suit.

A vacant column may be filled with any single card or correctly stacked sequence.

You are permitted only one pass through the deck.

See also

[Rules Overview](#)

Thirty-six

Thirty-six is dealt as six rows of six cards, all face up. Any Aces which appear during the dealing process are placed on the build piles.

Since all the cards in the playing area are visible then some planning may be possible.

The remaining build piles are filled with Aces as and when they appear and built in ascending numerical sequence and in suit to the King.

Cards in the playing area may be stacked in descending numerical sequence without regard to colour or suit.

A vacant column in the playing area may be filled by any single card or properly stacked sequence.

You are permitted only one pass through the deck.

This game is easy and should be completed at virtually every attempt. You should consider it practise for Six by Six which uses the same techniques for play but is much harder.

See also

[Rules Overview](#)

Six by Six

Six by Six is dealt as six rows of six cards, all face up. Any Aces which appear during the dealing process are placed on the build piles.

When turning the deck if a card will not play it is placed on the left-most playing pile without regard to stacking sequence.

Since all the cards in the playing area are visible then some planning may be possible.

The remaining build piles are filled with Aces as and when they appear and built in ascending numerical sequence and in suit to the King.

Cards in the playing area may be played on one another in descending numerical sequence without regard to colour or suit.

Cards may be moved either singly or in packed sequences provided that all members of the sequence are the same suit. This extra requirement makes the game harder (but non the less possible)

A vacant column may be filled with any single card or stacked sequence.

See also

[Rules Overview](#)

Thumb and Pouch

This variant is dealt in the same way as Solitaire, a triangular array of seven rows of cards which are then viewed as seven columns. The uppermost card of each column is turned face-up.

Aces are placed on the build piles as and when they appear and the piles built upward in numerical sequence and in suit to the King.

Cards may be played on one another in the playing area provided they are descending numerical sequence and not of the same suit.

Cards may be moved from one column to another either singly or in correctly stacked sequences.

When a face down card becomes topmost in a column it may be turned with a single click of the left mouse button.

A vacant column may be filled only by a King or sequence headed by a King.

You are permitted only one pass through the deck.

See also

[Rules Overview](#)

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.

Registration costs Five Pounds Sterling (or equivalent in readily convertible currency or money order). Registration Payments should be made payable to **P.B. Cook**, written in pounds sterling and drawable on a United Kingdom bank.

see also

Order Form

US Registrations

Commonwealth Registrations

Entering Registration Information

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.



Six Pack Order Form

Registration

- I wish to register my copy of Six Pack.
I enclose the registration fee of FIVE Pounds Sterling (UK £5.00)

Updates

- Please supply a 3.5 inch disk for latest version of Six Pack (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 Six Pack (and other Shareware software on a trial basis).

Name _____

Address _____

Tel Number _____

Six Pack Version Number

as reported by Help/About _____ and

6PACK.EXE date/time stamp _____

Signed _____

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

I got my Shareware copy of **Six Pack** from (please delete as appropriate)

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

Name of Source _____

Return the order form to the following address

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

Printing Help Topics

To print a help topic (eg to Print the Order Form) select **File, Print Topic** from the menu bar of the Help Program.

Entering Registration Information

You may enter your registration information by selecting the **Register** command from the ***Shareware*** reminder dialog box.

Your registration is recorded in the 6PACK.INI file. Please do not interfere with the registration information in the Initialisation file. Should the file become corrupted you should delete the file and re-enter the information provided on your Registration Certificate.

US Registrations

If you would like to register Six Pack, please do the following:

Go to your local Post Office and ask for an Authorization to issue an International Money Order in the amount equivalent to the requirement payment in UK 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
(Six Pack)
7 Deaf Hill Terrace,
Trimdon Station,
County Durham, United Kingdom,
TS29 6BZ**

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.

Creating your own Card Deck

The Six Pack game is supplied with a number of Card Decks. You may select the Deck in use by using the Game/Deck... command from the Main Menu.

The decks are supplied as external files using the Windows Bitmap format, rather than in-built, 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 colour 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 Initialisation 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 colour Windows RGB format.

The dimensions of a card deck in this application are 71 pixels wide by 96 pixels high.

Outline Dragging

The processor and graphic resources required to draw a stack of cards which are moving around the screen can overwhelm some early IBM compatible PCs.

If you find the performance of your system at moving the card images around the screen is frustrating you then I suggest you select this option.

Once activated, whenever you drag a card or set of cards the program will draw an outline to represent the cards. This is much faster!... since it can now be difficult to remember the content of the cards you are dragging, an extra feature comes into play. If you drag the cards over a location where they may be played then that location will display in inverse video while the cards overlap.

Adequate performance can be achieved with a 386sx 16Mhz machine with standard VGA graphics.

