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Overview

Addit offers four solitaire games of the Addition type. The object is to remove all cards from the screen in groups and discard them. The groups must be specified face cards, or cards that make up a specified total. Aces count as one, and where they have numerical value, the jacks count 11, queens 12 and kings 13. Spaces in the tableau are filled from the deck. The game is won if all cards are discarded.

Removing Cards

To remove a group of cards, choose the first by clicking on it using the left mouse button. The colors of the card will change indicating it is one of a group being selected for removal. Then simply choose the other cards in a similar manner.

If the choice doesn't follow the rules specified for the game being played, you will hear a **Beep**, indicating the choice is invalid and, if Messages are opted for, a dialog box will appear to inform you of that fact.

To "de-select" a card, click on the card a second time and its colors will return to normal to indicate it is no longer being considered for removal.

Messages

If an error is made when selecting cards for removal a warning **Beep** is sounded. By default, this is followed by a dialog box which provides a reminder of the specific rule which was violated.

You may eliminate the appearance of the dialog box by first choosing the **Game** menu item from the **Addit** Menu bar followed by the **Message** menu item.

Rules for Tens

Tens are removed from the tableau singly. Jacks, queens and kings are removed in trios of the same suit. All others are removed in pairs totalling ten regardless of suit.

Rules for Elevens

Jacks, queens and kings are removed in trios regardless of suit. All others are removed in pairs totalling eleven, again regardless of suit.

Rules for Thirteens

Kings are removed from the tableau singly. All others are removed in pairs of the same suit totalling thirteen, jacks being worth eleven and queens twelve.

Rules for Fifteens

Tens, jacks, queens and kings are discarded in quartets of the same suit. All other cards are discarded in groups of two or more of the same suit totalling fifteen.

Score

The games are scored as follows:

- 5 points are awarded for every card removed from the game,
- One point is subtracted for each card showing, that is, remaining in the tableau, or still in the deck.

A perfect score is 260 points. Once a game is started, the score can be checked at any time by selecting the **Score** item from the menu bar.

Help

Choosing **Help** from the menu bar creates a pop-up menu which allows for several choices:

- Help on Help** provides basic information on using Help.
- Choosing **Overview** gives general information about playing **Addit**.
- Index** provides a list of topics for which Help is available.
- About Addit...** provides some information about this program.

Exiting

To **Exit** the program simply select the **Games** menu item followed by **Exit** from the **Addit** Menu bar or activate the **System Menu** and choose **Close**.

Tableau

The card layout, generally face up, upon which building or card selection takes place.

Click

To click on an object is to place the mouse cursor on it and press and release a mouse button, often the left one. To double click, is to click twice in rapid succession.

