Contents for Solitaire Help

Solitaire is a card game that combines skill and luck.
To learn how to use Help, press F1.

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Rules of the Game

- Solitaire has three game areas:
  The deck in the upper left of the playing area.
  Four suit stacks in the upper right of the playing area, which start out empty.
  Seven row stacks below the deck and suit stacks. The number of cards in each row stack increases from one to seven, from left to right. The top card of each row stack is face up; the rest are face down.
- You draw cards from the deck and move them to your suit and row stacks. Solitaire shows either the first or third card in the deck, depending on which Draw option you select from the Options dialog box.
- When you get to the end of the deck, you can "turn the deck over" and continue to draw cards.
- You build row stacks in descending order, alternating between red and black cards (light and dark, if you have a black-and-white screen).
- You can move a card in a row stack to another row stack or to a suit stack.
- If you uncover a face-down card in a row stack, you can turn the card face up.
- You can only move a King to an empty row stack.
- You build suit stacks in ascending order, starting with the Ace.
- You can only move an Ace to an empty suit stack.
- You win the game when you have used all the cards in the deck to build the four suit stacks from Ace to King.

Playing Solitaire by Using the Keyboard

If you don't have a mouse, use the following keys to play Solitaire.

Press	To
TAB	Move among the deck, suit stacks, and row stacks. TAB selects a stack only if that stack is applicable to the next move.
LEFT and RIGHT ARROW	Move to the next stack.
UP and DOWN ARROW	Move from card to card within the stack.
ENTER or SPACEBAR	Pick up and release a card or group of cards. ENTER or SPACEBAR also turns over a new card in the deck or a stack, and "turns over" the deck itself.

Playing the Game

The object of Solitaire is to use all the cards in the deck to build up the four suit stacks from Ace to King. Playing Solitaire involves the following procedures.

To move a card by using a mouse

▶   From the deck or a stack, drag the card to where you want it, and then release the mouse button.

     Or, to move more than one card from a stack, drag the uppermost card you want to move, and then release the mouse button where you want to place the cards.

     You can also move a card from a row stack to a suit stack by double-clicking the card.

To move a card by using the keyboard

1 Use TAB to move to the deck or stack.

2 Use the LEFT or RIGHT ARROW key to select the card, and then press ENTER or SPACEBAR.

    Or, to move more than one card from a stack, use the LEFT or RIGHT ARROW key to move to the stack, and then use the UP ARROW key to select the uppermost card you want to move. Then press ENTER or the SPACEBAR.

3 If you are moving a card from the deck, press TAB to quickly move the card to the suit or row stacks.

    Use the LEFT or RIGHT ARROW key to move the card(s) to the stack you want, and then press ENTER or the SPACEBAR.

To cancel your last move

▶   From the Game menu, choose Undo.

You can undo the last card moved or the last card drawn from the deck.

To turn over a card in a stack or in the deck

▶   Click the face-down card.

     Or use the TAB and LEFT or RIGHT ARROW keys to select the stack or deck, and then press ENTER or the SPACEBAR.

     Solitaire turns over one or three cards in a deck, depending on whether you select the Draw One or Draw Three option before the game is dealt.

To turn over the deck

▶   Click to the left of the deck to turn it over, and then continue drawing cards.

     Or use the LEFT or RIGHT ARROW key to select the space to the left of the deck, and then press ENTER or the SPACEBAR.

     If you are using Standard scoring, you lose 20 points for each pass through the deck after three passes (Draw Three option), or 100 points for each pass through the deck after one pass (Draw One option).

To pause a game

▶   Click the Minimize button.

     Or, from the Control menu, choose Minimize.

     Timing stops when the game is paused.

     To resume the game, double-click the Solitaire icon at the bottom of the desktop.

     Or, if you are using the keyboard, select the Solitaire icon at the bottom of the desktop, and then choose Restore from the Control menu.

To start a new game

▶   From the Game menu, choose Deal.

Changing the Card Design

1 From the Game menu, choose Deck.
2 Double-click the card design you want.
   Or use the arrow keys to select a design, and then press ENTER.
   You can change designs at any time.

Keeping Score

Solitaire has two scoring systems--Standard and Vegas. You select the system you want from the Options dialog box. You can also turn scoring off. Changing the scoring option in the middle of a game ends that game and deals a new one.

In Standard scoring, you earn points based on time and the moves you make. A bonus is awarded when you complete a timed game--the shorter the game, the larger the bonus. You can turn timing off.

Standard scoring awards the following.

Awards	For
10 points	Each card moved to a suit stack.
5 points	Each card moved from the deck to a row stack.
-15 points	Each card moved from a suit stack to a row stack.
-20 points	Each pass through the deck after three passes (Draw Three option).
-100 points	Each pass through the deck after one pass (Draw One option).

In Vegas scoring, your ante is 52 dollars to begin playing each game. The object is to earn more than you have wagered. There is no time penalty or bonus awarded with Vegas scoring. If you select the Keep Score option in the Options dialog box, you can keep a running total of your score from game to game.

To return your score to -52 dollars, select the None or Standard option in the Options dialog box, and then press ENTER. Then reselect the Vegas option, and press ENTER.

Vegas scoring awards the following.

Awards	For
5 dollars	Each card moved to a suit stack.

Setting Game Options

You can use several options when playing Solitaire by choosing the Options command from the Game menu.

You can use Draw options to specify how many cards to turn over in the deck. The Draw One option turns over the top card. The Draw Three option turns over every third card.

Scoring options include Standard and Vegas. You can also turn scoring off.

Display options include the following.

Use	To
Timed Game	Keep track of the time elapsed during a game.
Status Bar	Display the status bar at the bottom of the Solitaire window to show your score and time.
Keep Score	Keep a running total of your score from game to game when using Vegas scoring.
Outline Dragging	Display an outline of the card being moved, and change the color of the space or card you are moving to (if the move is valid).