Hardwood Solitaire II ver. 1.42
April 10, 1997

Six of your favorite solitaire games have now been revamped with stunning new graphics and sound effects.   Silver Creek Entertainment, developer of the first true color solitaire game for Windows95, Hardwood Solitaire, has announced the release of Hardwood Solitaire II, that allows players to hone their card playing skills and learn new games with their intuitive and beautiful interface.

Old favorites like Klondike, Pyramid, Freecell, Golf, Fourteen Out, Four Seasons will provide endless hours of fun for the whole family. And since Hardwood Solitaire II is a true color game, those late nights playing solitaire are a lot easier on the eyes.

The enchanted medieval theme is a perfect match for the elegant beauty of Hardwood Solitaire. Gone are the days of bleak & sterile solitaire games. Now Silver Creek's team has brought these classic games up to the level of quality they deserve, with hand rendered face cards, intriguing stone work, and a wooden playing board, to start.

"Hardwood Solitaire is the perfect game for the whole family" says Jonas Stewart,
Silver Creek's Game Designer and lead artist, " We've made it fun for everybody, from grandkids to grandparents. Its appeal is universal and will be a great gift for any card game lover."

Hardwood Solitaire II demo, available on-line at www.silvercrk.com for Windows95, and the full game is only $24.95.

In the demo version you will get to play one of the SIX solitaire games: Klondike

When you register Hardwood Solitaire II you can play ALL SIX games!
Klondike, Freecell, Pyramid, Fourteen Out, Golf & Four Seasons.

Run hwsII142.exe to install.

Run order.exe to order the FULL version of Hardwood Solitaire that has all SIX solitaire games! Or check the help file in HWS to find out order information.

256 color display
Soundcard (if you want to hear anything)
Mouse
6 megs free hard drive space
8 megs ram

Recommended :

Pentium or Quad P6 (that would be really cool I bet!)
16 megs ram
True color 17" flat screen display
Super Mouse (a little red cape is optional)
A LOT of free time to play HWSII! Say g'night to sleeping!

Software Requirements :

Windows 95 or Windows NT 4.0

Changes from Hardwood Solitaire I.

We listened to you folks to see what you wanted, so here you go!

Added:

Undo
Difficulty settings (Squire & Knight)
Freecell, Four Seasons & 14 out
Best times scroll to keep track of your fastest game
More card backs
MIDI Music
Sound effects
Quick menu bar for quick access to features
Auto hide menu bar
Demo Mode for your viewing pleasure!
256 versions of the cool card faces
The ability to use cards from the foundation
Tips of the day
TAB to redeal & backspace to undo
The ability to deal 1 or 3 cards in Klondike
Shadows to the cards when you move them
Animation to the cards for a smoother look

Changed:

The graphics to look even cooler, much more vibrant
The menus to look a lot better
Made the game smaller in file size but with more graphics, wow!
And some little neat stuff I'm sure I'm forgetting!

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Bug fixes in version....

1.1

Added new feature in Freecell:
     You can now pickup as many cards as you have freecells plus one.
     This just speeds things up a bit.

Change in Klondike:
     Removed limit for trips though the deck. it was too hard.

Fixed error with order form:
     Comments and information were being clipped
1.2

Added a couple tips
Fixed a bug with the Klondike change above.
     Klondike would let you only go though the deck three times and then on the 4th
time it would leave a card you couldn't click on.

Fixed exception error Freecell:
     If freecell is the first game when HWS II loads and you clicked on an Ace,
     it would give you an exception error.

1.3

Hopefully fixed a bug where HWS II would lockup with full duplex Sound Blaster
drivers on a few systems.

Fixed a problem with the order program where some orders where getting clipped.

HWS II should now be faster all the way around.

MIDI would sometimes stop, that should now be fixed.

And a few visual changes and minor bugs.

1.4

Added way cool shadows. Now they are true alpha shadows, it always bugged me that the shading was just checkerboard, now it's much more realistic and has fuzzy edges! Wahoo!

Fixed a few typos.

Improved the order form, looks a bit trippier now and online ordering!

Some other cool stuff.

See Ya!
Jonas
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Try our Webpage for current Info:

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Founded in 1994, Silver Creek is one of the original developers of games for Windows 95.
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