# Contents

<u>Tomstaafl</u> 's Solitaire Pack is a collection of simple but addictive solitaire games.   For rules of how to play each game, click on the game name.

### How to play

# Elevens

The game of Elevens is played with three rows of three cards each.   Every pair of cards whose face values total to eleven can be removed and replaced with new cards from the deck.   (A one is paired with a 10, a 2 with a 9, a 3 with an 8, and so on.)

Face cards (Jacks, Queens, and Kings) are discarded in sets of one each (one Jack, one Queen, one King).

The game is won if the entire deck is discarded.

To discard pairs of cards, click on the first card.   That card will move to the selected pile.   Then click on the second card of the pair.   If this is a legal pair, both cards will move to the discard pile.   To return a selected card back to the 3 by 3 grid, click on an empty card back in the grid.

To discard triplets of face cards, click on one of the face cards.   That card will move to the selected pile.   Then click on a second card.   That card will also move to the selected pile, on top of the first. Then click on the third card, and all three face cards will move to the discard pile.

Empty spaces in the grid are filled automatically after cards have been discarded.

# Thirteens

The game of Thirteens is played with two rows of five cards each.   Every pair of cards whose face values total to thirteen can be removed and replaced with new cards from the deck.   (A one is paired with a Queen, a 2 with a Jack, a 3 with an 10, a 4 with a 9, and so on.)

Kings are discarded singly.

The game is won if the entire deck is discarded.

To discard pairs of cards, click on the first card.   That card will move to the selected pile.   Then click on the second card of the pair.   If this is a legal pair, both cards will move to the discard pile.   To return a selected card back to the 2 by 5 grid, click on an empty card back in the grid.

To discard a King, click on the King.   That card will move automatically to the discard pile.

Empty spaces in the grid are filled automatically after cards have been discarded.

# Fifteens

The game of Fifteens is played with four rows of four cards each.   Every set of four Kings (one of each suit), or set of Queens, Jacks, and Tens can be removed and replaced with new cards from the deck.

Other cards are discarded in groups that total fifteen in face value, with no limitation on the number of cards in each group.   (For example, a 5, a 4, a 3, a 2, and an Ace can be discarded as a group)

The game is won if the entire deck is discarded sucessfully.   Care must be taken in how you discard; unlike in the games Elevens and Thirteens, it is possible to have cards left over at the end that do not add to fifteen.

To discard quartets of Kings, Queens, Jacks, or Tens, click on one of the cards. That card will move to the selected pile.   Then click on a second card of the same face value.   That card will also move to the selected pile, on top of the first. Then click on the third card and the fourth card, and all four cards will move to the discard pile.

To discard groups of other cards, click on the first card.   That card will move to the selected pile. Then click on the second card of the pair.   If the sum of the face values of the two cards does not exceed 15, the second card will also move to the selected pile, on top of the previous card.   To return a selected card back to the 4 by 4 grid, click on an empty card back in the grid, and the top selected card will move back.   Continue selecting cards until the sum of the face values is 15. (You'll have to remember what cards you've selected; the computer can't do everything for you!) When the sum is 15, the selected cards will mosey over to the discard pile, and the empty places in the grid will be fill with new cards from the deck.

# Five Piles

In the game Five Piles, a row of 5 cards are dealt.   Any pair of cards whose face values add to thirteen can be moved to the discard pile.   (For example, an Ace and a Queen, a 2 and a Jack, a 3 and a 10, etc.)

Kings are moved to the discard pile singly.

Once all pairs or kings have been moved to the discard pile, 5 more cards are dealt on top of the previous five cards, and then more pairs of cards or Kings are discarded.   Only the top of each pile can be used to form pairs.   After this process has been repeated 10 times (50 cards dealt into the 5 piles), the last two remaining cards are available in special seperate piles.

The game is won if the entire deck can be discarded.

## *To play the game:*

- Kings are discarded by clicking on them.   The King moves to the discard pile and the card beneath it, if any, becomes available.
- Pairs of cards with face values that add to thirteen are discarded by positioning the mouse pointer on one of the cards, holding down the left mouse button, dragging the card over on top of the other card of the pair, and then releasing the mouse button (drag and drop).   The two cards are automatically placed in the discard pile, and the cards beneath them, if any, are then available for play.
- To deal another set of five cards onto the piles, click on the DEAL 5 button (or select DEAL 5 from the GAME menu).
- To undo your last action (either a King move to discard, a pair move to discard, or a DEAL 5), select UNDO from the GAME menu, or press CRTL-U.
- To shuffle the cards and begin a new game, click on the REDEAL button (or select REDEAL from the GAME menu).
- To exit the game, click on the EXIT button (or select EXIT from the GAME menu).

## *Five Piles Cheat Features*

In order to make play easier, there are two cheat features that are automatically enabled at the beginning of the game.   These features can be disabled by selecting CHEAT from the GAME menu.

- Number of Cards in Each Pile- the number of cards in each of the five piles appears below the pile.   This helps determine which cards to discard when there is a choice.
- Right Button Peeking- By pressing the right mouse button while the mouse pointer is on one of the five piles, you can peek at the next card down in the pile.   This also helps determine which cards to discard when there is a choice.

Note:   Five Piles is very difficult to win.

# Pyramid

In Pyramid, 28 cards are dealt face-up in the form of a pyramid.   Each card in the bottom row is available for play.   As these cards are played, any card uncovered by any other cards is also available for play.

From cards that are available, discard pairs of cards whose face values add to thirteen (for example, a Queen and an Ace, a Jack and a 2, a 10 and a 3, etc.).   Kings are discarded singly.

The top card of the deck is always available.   Cards from the deck that cannot be played may be moved to the waste pile, and a new card will appear in the deck.   The top of the waste pile is also always available.

The game is won if all cards are discarded.

To discard pairs of cards, move the mouse pointer over one of the cards.   Then drag the card outline (holding the mouse button down) on top of the other card of the pair, and release the mouse button. The pair of cards (assuming the face values add to 13) will move to the discard pile.   Clicking on a King will move it to the discard pile.

To move a card from the deck to the waste pile, click on the top card on the deck.   This card will move to the waste pile, and the next card in the deck will be uncovered.

To undo any action, select UNDO from the GAME menu, or press Crtl-U.

To play a new hand, click on the ReDeal button.

### Cheat feature

Since straight Pyramid is very difficult to win (perhaps 1 chance in 50), a cheat feature is available by selecting CHEAT from the GAME menu.   This feature deals out 7 cards below the pyramid.   All 7 of these cards are available for play with the cards in the pyramid, top of deck, or top of waste pile at any time.   This significantly increases the chances of winning, with skillful play.

Note: Selecting or unselecting the cheat feature does not go into effect until the beginning of the next game (RE-DEAL).

# Strategy

In Strategy, the entire deck is dealt one card at a time.   As Aces appear, they are put in the Foundation piles.   All other cards are placed on one of the 8 tableau piles.   Each card may be put in any pile.

After all 52 cards have been dealt, the cards are then moved to the foundation piles in the following way:   Only the top of each tableau pile is available.   The foundations are built up in suit from the Ace up to the King.   If at any time no card can be placed on the foundation, you lose.    The game is won if all 52 cards are placed on the foundation.

In effect, the entire game is played while dealing the deck and placing the cards on the tableau. If any card is placed on a tableau pile that contains a card of the same suit and higher value, the game will be lost.   This is almost entirely a game of skill.

To play the game:
Initially all 52 cards are in the Deck pile.   To move the top card on the Deck to a tableau pile, simply click on that pile.   To undo your move, select UNDO from the GAME menu, or even easier, simply click on the Deck.   Clicking on the Deck always undos the last card moved.   You may undo all the way back to the beginning of the deck, if you wish.   Aces are automatically moved to the foundation piles for you as they come up in the deck.
Once the last card is committed to a tableau pile, the program automatically plays the cards to the foundations for you.   If it can play all 52 cards, you win.   If not, it will stop and inform you of your loss.

Normally, only the top card of each tableau pile is visible.   However, you can cheat and view the bottom 10 cards of each tableau pile by moving the mouse cursor over the pile and pressing the right mouse button.   The cards in the pile will appear in the box at the right of the window.   If you play more than 10 cards in a pile (not a good idea in any case), you are on your own.

# Clock

In Clock, the deck is dealt into 13 piles of four cards each, in the form of the face of a clock. Each pile is given a number according to the corresponding number on a clock face. For example, the pile at the far right is 3 o'clock, the bottom is 6 o'clock, etc. The pile in the middle is considered pile number 13.

The top card of pile 13 is turned over to begin play. This card is then moved to the pile corresponding to the card's value. (Jacks go to 11 o'clock, queens to 12 o'clock, and Kings to the center). Once a card is moved to the pile of its value, the top card of that pile is turned up, and is available to be moved to its pile. Play continues thru the deck. The game is won if all 13 piles can be turned into piles of four-of-a-kind. The game is lost if the fourth king is turned up before all other piles are completed.

To play, place the mouse pointer over the card to move, and drag it over to the pile of its value, and drop it. The card will move to the bottom of the pile and the top card of that pile will turn over for play.

# Monte Carlo

In Monte Carlo, five rows of five cards each are dealt face up.     Pairs of cards that have the same value (both aces, for example) can be discarded, as long as they are adjacent in the tableau. To be adjacent, they must be next to each other in a row, column, or diagonal.

To discard a pair, drag one card over the adjacent card of the same value and drop it.

Once all possible pairs have been discarded, click on the Fill button.   The tableau is consolidated by moving all cards in the top row leftward as far as possible, and then bringing up cards as necessary from the left end of the row below.   Each row is consolidated as much as possible, and then empty spaces in the tableau are filled from the deck.   Note that the cards always remain in the order they were dealt.

To win, the entire deal must be paired and discarded.

Selecting Undo from the Games menu returns the most recently discarded pair to the tableau. Undo is not possible after the Fill button has been clicked.

# How to register

Tomstaafl 's Solitaire Pack is a program intended to provide simple and cheap games for Windows. Many more solitaire games are under development.

To register your copies of Elevens, Thirteens, Fifteens, Five Piles, Pyramid, Strategy, Clock, and Monte Carlo, print out the registration form and send $4.95.   This price registers all the games!   In addition, you will be eligible for substantial discounts on future solitaire games and other programs. You can't beat the price of less than a dollar per game!

Incidently, the shareware versions of these games are fully functional versions.   I don't believe in crippleware.   But since every program can be improved, watch for updated versions along with additional solitaire games.   Suggestions for new features and games are always welcome.

Registration Form

# Registration Form

### *Tomstaafl's Solitaire Pack*

(Elevens, Thirteens, Fifteens, Five Piles, Pyramid and Strategy, Clock, Monte Carlo)

Print out this form.   (To print, select Print from the File menu.)
Send this form along with a check for $4.95 to:
Thomas Warfield
1309 N Hershey Rd #8
Bloomington IL   61704


Name_____

Address_____

City_____State_____Zip_____

E-Mail address_____


Where did you hear about the Solitaire Pack?

_____

Suggestions:

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# About

Tomstaafl's Solitaire Pack:   Elevens, Thirteens, Fifteens, Five Piles, Pyramid, Strategy, Clock, Monte Carlo

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Technical Support is available by e-mail to:   Tomstaaf1@aol.com
(Note: the last character before the @ is a one)

Thanks to Michael Calligaro and G. E. Rule for bug-testing these programs.

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# Files required

<u>Tomstaafl</u> 's Solitaire Pack uses the following files:

- Program executables (can be placed in any directory):
  TOMSOL.EXE
  ELEVENS.EXE
  THIRTEEN.EXE
  FIFTEENS.EXE
  5PILES.EXE
  PYRAMID.EXE
  STRATEGY.EXE
  CLOCK.EXE
  MONTE.EXE

- Help file (must be in same directory as the executables):
  TOMSOL.HLP

- Windows files (must be in \Windows\System directory or command path):
  VBRUN300.DLL
  MHRUN300.DLL
  MHCD200.VBX
  MHCARDS.DLL

**Tomstaafl**

The author's bulletin board nickname.   Comes from TANSTAAFL, "There Ain't No Such Thing As A Free Lunch."   See the wonderful science fiction novel _The Moon is a Harsh Mistress_ by Robert A. Heinlein.