Calculation Solitaire version 1.11

Copyright (c) 1991 by Daniel Thomas.   All Rights Reserved.

About the…

Index

Introduction
Requirements
How to Play
Options (menus)
About Shareware
Revision History/Miscellaneous
About the Association of Shareware Professionals

Introduction

Calculation Solitaire version 1.0 is a full-featured <u>shareware</u> Windows program that includes card dragging, top scores (records), difficulty levels, and hints.   Much effort was spent to make playing it intuitive, challenging, and fun.

Requirements

Microsoft Windows 3.0 or higher, in Standard or Enhanced mode; it will probably run OK in Real mode, but I can't guarantee it.

Hercules, EGA, VGA, or higher

Mouse

NOTE TO USERS OF NORTON DESKTOP FOR WINDOWS:

As of this writing (12-10-91) there is a known problem with Norton Desktop for Windows(NDW).   This problem comes in to play if you open the Hint Window while running under NDW.   It will probably cause the system to crash, or reboot, or other awful stuff.

Until Symantec releases a fix for this problem, you can do the following to avoid it:

       1)   Don't use the Hint Window
       2)   Disable the Launch List and the Launch Manager options in NDW.

If you're not sure, try using the Hint Window and see what happens.   But make sure you've saved any work in progress!

How to Play

Overview

Calculation Solitaire tops the list of solitaire games that give the opportunity for skill. Depending on the difficulty level you play, with proper strategy you can win 2 out of 3 games, or more.   Of course, playing at a more difficult level decreases the chances, but also increases the opportunity for masterful play.
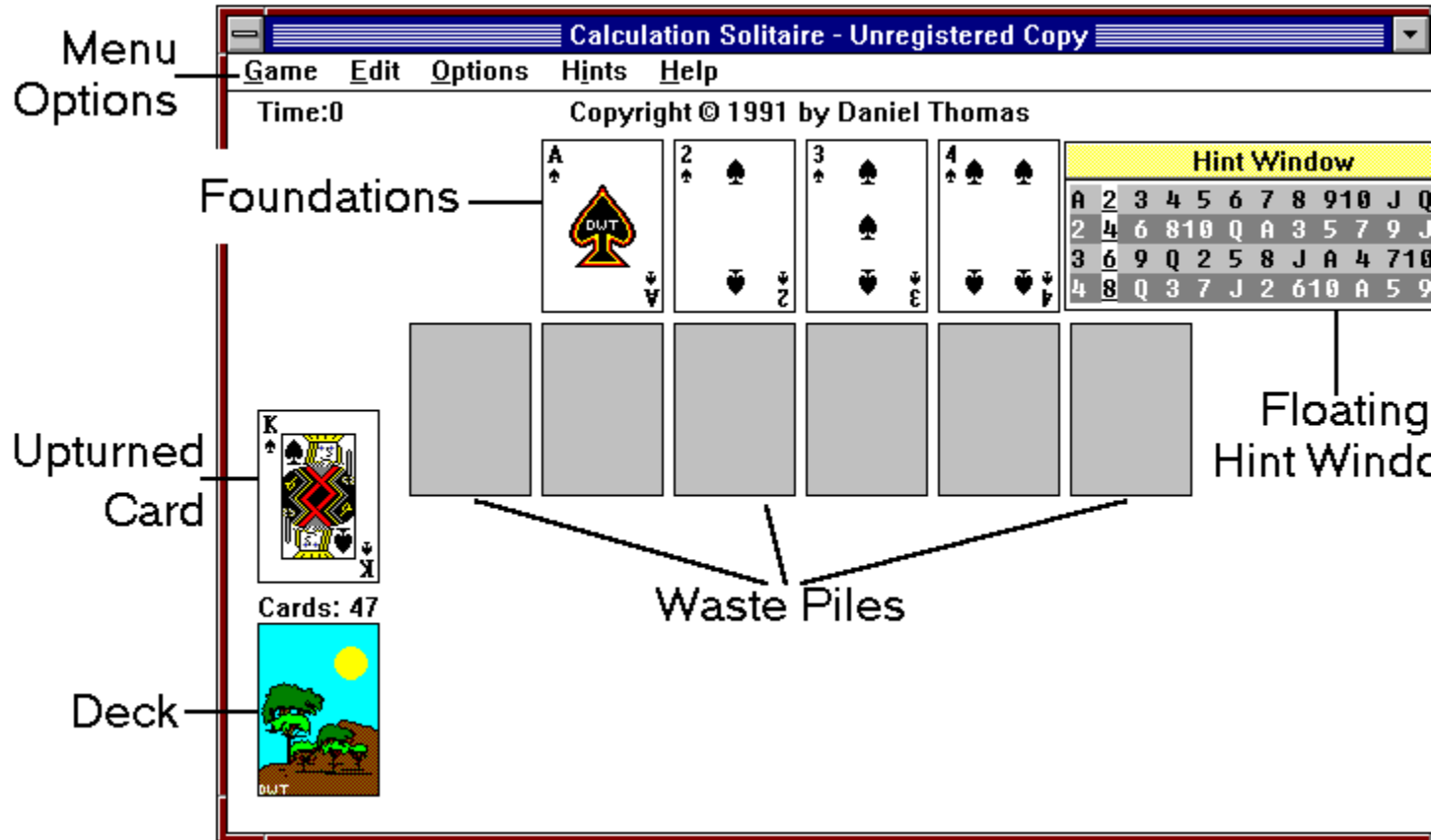
Topics

Layout
Play
Foundations
Mechanics
Hints
Strategy

Layout

Diagram labels:

- Menu Options
- Foundations
- Upturned Card
- Deck
- Floating Hint Window
- Waste Piles
- Cards: 47

Window title: Calculation Solitaire - Unregistered Copy

Menu: Game Edit Options Hints Help

Time:0   Copyright © 1991 by Daniel Thomas

Hint Window

A	2	3	4	5	6	7	8	910	J	Q
2	4	6	810	Q	A	3	5	7	9	J
3	6	9	Q	2	5	8	J	A	4	710
4	8	Q	3	7	J	2	610	A	5	9

(You will be able to refer back to this diagram when you are viewing other help screens.)

Play

Turn up a card from the <u>deck</u>, one at a time.   The card may be played onto one of the <u>Foundations</u>, if possible.   Alternatively, place it on one of the <u>Waste Piles</u> (which are located below the Foundations).   There are from 4 to 6 Waste Piles, depending on which <u>difficulty level</u> you choose.

If there is already a card on the Waste Pile simply place the new card on top of the existing card.

At any time, the top card of any Waste Pile may be played onto the Foundation.   No other movement of cards from the Waste Piles is possible.

To win the game, play all the cards onto the Foundations, in the proper order.

Foundations

The Ace, two, three and four of spades are removed from the deck and placed across the top of the playing area.   These cards form the <u>Foundations</u>.   The object is to get all the cards onto the Foundations.

Each Foundation is built up in arithmetical sequence (as shown below), without regard to suit or color.

Foundation pile 1 counts by ones, as in:	A 2 3 4 5 6 7 8 9 10 J Q K
Foundation pile 2 counts by twos, as in:	2 4 6 8 10 Q A 3 5 7 9 J K
Foundation pile 3 counts by threes, as in:	3 6 9 Q 2 5 8 J A 4 7 10 K
Foundation pile 4 counts by fours, as in:	4 8 Q 3 7 J 2 6 10 A 5 9 K

(If you can't remember the sequence, on-screen help is a click away.   It is discussed later.)

Mechanics

To turn over a card from the <u>deck</u>, click once on the deck with the left mouse button.

There are 2 ways to select a card for movement, depending on what Option is selected.

If "Drag Cards" is checked on the <u>Options menu</u>, you move a card by "dragging" it.   This means that you point at the card, and hold down the left mouse button.   The cursor will change into a "hand".   When you move the mouse, you will drag the card.   Release the card (by letting go of the left mouse button) when at least half of the card covers the desired new location. If it is an invalid location for the card, the card will drag itself back to its original location.

If "Drag Cards" is not checked, then you move cards by first selecting the card, then selecting the new location.   To select a card, click once on the card with the left mouse button.   It will then be highlighted. Then click on the new location.   (To un-select a card, click on it again.)

You can undo any move by selecting Undo from the Edit menu, or by pressing Backspace. You can continue to undo moves all the way to the beginning of the game (although some people would call this cheating!)

Hints

If you can't remember the sequence for a particular Foundation, click once on it with the right mouse button.   A small window will pop up with the sequence.

You may choose to have a "Hint Window" on the screen at all times.   This is a free-floating window which shows the card sequence of each Foundation.   Refer to the Options section for more information.

Calculation Solitaire can "remind" you of moves you might have missed.   Refer to the Options section for more information.

Strategy

Think ahead when you have to cover up cards on the waste pile.   Try to figure out which cards are likely to be needed first.   The more you play the game, the more familiar you become with the order.   This is essential to winning Calculation Solitaire.   Use the Floating Hint Window to help you learn the order.

Remember that Kings are the last card on each Foundation, so be careful what you cover up with a King.

Options

Menu Choices

> Game
> Edit
> Options
> Hints
> Help

Timer

This game has a running timer.   If you need to pause the game, minimize the game to an icon.   This will stop the timer.   When you restore the program from the icon, the timer will continue.

Game Menu

New Game   Starts a new game

Records   Brings up the Records screen (top scores).   You can reset the records from this screen.

Exit   Terminates Calculation Solitaire.

Edit Menu

Undo   Backs up one move.   You may also "undo" by pressing Backspace on the keyboard.   You may "undo" moves all the way back to the start of the game.

Options Menu

Easy   These three options, Easy, Intermediate, and Hard, control the

Intermediate   difficulty level of the game.   The Easy game has 6 Waste Piles.

Hard   the Intermediate has 5, and the Hard has 4 Waste Piles. It takes

an expert to win consistently with only 4 Waste Piles

Green Background   If you don't like the look of the green playing surface, un-check this option.

Drag Cards   If you would rather not "drag" cards around the screen, then un-check this option.   See the discussion about this, in the preceding section Mechanics.

Changing Deck   The card deck shows a picture.   When this option is selected, the picture
on the card deck will periodically change during game play.   If this is annoying, un-check this option.

Start Maximized   When this options is checked, Calculation always starts up in full-screen mode.   If you don't like that, un-check this option.

Hand Cursor   When you start to drag a card, the cursor changes into a "hand".   On some systems, this can slow down the dragging process.   Un-check this option, and Calculation Solitaire will not display a hand cursor.

Hints Menu

Suggest a move   Selecting this option will cause Calculation Solitaire to "suggest" a move
by flashing the spot upon which a card may be moved.   The only moves Calculation Solitaire will suggest are cards that can be moved onto one of the Foundations.   If no card can be moved onto a Foundation, then nothing happens when you select this option.   You may also select this option by pressing the F3 key.

Auto Reminders   If you select this option, then every time you click on the deck to turn over
a new card, Calculation Solitaire checks to see if you could have played a card onto one of the Foundations.   If you could have, it flashes the cards in the pile to "remind" you.   You then have the choice to make the play suggested, or ignore it and click on the deck again - which will flip over a new card.

Hint Window   When you click on this option, it brings up another menu with the following choices:

Show   Check this option if you want a window with the card sequences of the
Foundations.   It is a free-floating window, which means that you can "drag" it to any position on the screen.   If you want to move this window, use the mouse to point at the caption ("Hint Window"), press and hold the left mouse button, and move it wherever you wish.   Then release the mouse button.

When the Hint Window is displayed, if you hold down the right mouse button while pointing at a Foundation Pile, the Hint Window will "highlight" the corresponding hint row.

NOTE: If you use Whiskers (another Shareware product), you may notice a delay when you do this.   If you want to eliminate this delay, turn off Whiskers while running Calculation Solitaire.

Restore   Select this option if you want to move the Hint Window back to its original position.

Help Menu

Help   Brings up Windows Help (these screens).

About   Selecting this option brings up the "About" screen, which gives you
            information about the version number and the author.

About Shareware

[Definition And Comments](#)
[Registration Form](#)
[Support](#)

Shareware Definition (and Comments)

Calculation Solitaire is Shareware.   This means that you are free to use it for a trial period, at no charge.   After a reasonable trial period, if you continue to use it, you must register it.

This program is a fully functional version, and is not crippled in any way.   I do not believe in crippling software in order to force registration.

To register your copy of Calculation Solitaire, please print and fill out the <u>registration form</u>.

When you register, you will receive:

> the right to continue to use this program
> a registration number that will get rid of the reminder screen
> the current version on disk
> a small printed manual

You may distribute this program freely, as long as all files are included EXCEPT THE FILE CALCSOL.DAT, and the files are not modified in any way.

You can contact me on Compuserve at 72301,2164, and Prodigy at CWRF01A.   Thanks for your support.

Dan Thomas

Registration Form

You can print this form by selecting File/Print Topic from the Windows Help menu (above). Most printers will be able to print this.   If yours doesn't, load the file CALCSOL.REG into NOTEPAD and print it from there.

Calculation Solitaire Version 1.11 Registration Form

Name: _____

Company: _____

Address: _____

                 _____

City: _____   State:_____   Zip:_____

Phone: (_____)_____   Country:_____

Electronic Mail (or CIS ID): _____

Where did you get your copy of Calculation Solitaire from:

_____

Calculation Solitaire registration: $17.00 $_____

  Gets you:
    the right to continue to use this program
    registration number
    the current version on disk
    a small printed manual

Disk size(circle one):   **5.25   3.5**

Shipping & Handling ($3 US and Canada, $6 elsewhere): $_____

     Total (US Funds): $_____

Checks must be drawn on a US bank, and payable in US funds.   Canadian customers can get a Canadian Post Office Money Order - make sure it is in US funds.

Please make checks payable to: Daniel Thomas

Send to: Daniel Thomas
                2301 N. Huron Circle
                Placentia, CA 92670

Support Policy

Unlimited support is available for all users, registered or un-registered.   I will gladly accept phone calls, but if you don't catch me in, I'm afraid that I can't return phone calls.   E-mail is the best way to reach me.

E-Mail: Compuserve: 72301,2164   Prodigy: CWRF01A

PHONE: It has to be on your dime.   (714) 524-5625 nights (Pacific Time).

Miscellaneous

Revision History

3-26-91 version 1.01
        .first public release

4-2-91 version 1.02
        .minor bug fix (average cards for hard level could corrupt)
        .reduced EXE size by 90k (!)
        .added Hand Cursor option

6-1-91 version 1.10
        .now a member of the Association of Shareware Professionals
        .Undo is now unlimited
        .move suggestions
        .Windows-style help

12-10-91 version 1.11
        .minor documentation change
        .minor change of Shareware and About dialogs

The Association of Shareware Professionals

<u>ASP Ombudsman Information</u>

This program is produced by a member of the Association of Shareware Professionals (ASP). ASP wants to make sure that the shareware principle works for you. If you are unable to resolve a shareware-related problem with an ASP member by contacting the member directly, ASP may be able to help. The ASP Ombudsman can help you resolve a dispute or problem with an ASP member, but does not provide technical support for members' products.   Please write to the ASP Ombudsman at 545 Grover Road, Muskegon, MI 49442 or send a CompuServe message via CompuServe Mail to ASP Ombudsman 70007,3536.

<u>ASP POLICY ON NO CRIPPLING</u>

The principle behind shareware is "try before you buy."   ASP believes that users have a right to try a fully functioning shareware program in their regular computing environment. Accordingly, ASP authors agree that:

> (1) The executable files (and/or items linked in with executables) in their shareware and registered versions will be the same (with the exceptions noted below)

> (2) All the program's features will be fully documented.

> (3) Registration encouragement procedures which in the judgment of the Board are either unreasonable or unprofessional are not allowed.

Registration Reminder Screens should (if used):

> 1) be displayed no more than twice each time the program runs (or twice per day for long-running programs such as TSR's).

> 2) not require more than two keystrokes to bypass.

> 3) not have a forced minimum display time of more than three seconds.   In other words, the RRS itself should not take control of the computer away from the user for more than   three seconds.

> Practices such as creating undocumented hidden files or printing a registration form without the user's knowledge or consent are prohibited.   It is NOT necessary to have any of the above as a simple "Strike Any Key To Continue" is the least objectionable to the user.

Exceptions to a strict interpretation of this policy are as follows:

> to save disk space, tutorial and additional explanatory material may be left out of the shareware documentation.

> the shareware version may have registration encouragement procedures absent from the registered version (or which can be disabled with a code only provided to registered users).

> the registered version may include sample files not included in the shareware version.

if source code is offered with the registered version, it may be withheld from the shareware version.

the author may provide two shareware versions: one a small version which the author designates the distributed version in normal circumstances (e.g. language tools in C only available in one model) so long as the full shareware version is available from some public source (possibly for a small distribution fee) and may be copied for trial purposes.   The small version's documentation must clearly describe how users may obtain the full shareware version.

the author may provide an enhanced retail version of the program so long as it is not (in the opinion of 60% of the BoD) merely an attempt to circumvent this no crippling policy

registered users may be provided bonus utilities unrelated to (and which do not change) the basic functionality of the program

registered users may be given utilities which provide a convenience but which are not essential

exceptions approved by the ASP board of directors by a 60% vote of those voting