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## **Overview**

**Rangoon** is a solitaire card game played with 52 cards. After shuffling the deck, the cards will be laid down face up in four horizontal rows of thirteen cards each. Subsequently the four kings are taken up, and put down in front of the rows, leaving four vacant places in the rows.

The object is to rearrange the cards using the vacant places, such that each row contains all the cards of the same suit in the correct **order**. A card can be moved to a vacant place, provided the card is one lower rank than the card in front of the vacant place. Four vacant places are created by moving the kings after the deal. The game ends when no more card can be moved.

Although all the cards are shown, and in spite of its simple rules it is a challenge to find the strategy to complete a game.

## The Rules of the Game

Just three rules define the play after laying out the tableau of cards in the four horizontal rows of thirteen face-up cards.

The first rule describes how to move the kings to the front of the rows. The kings are moved in a fixed order: the ♠-King is located on the upper row, the ♥-King on the second row, the ♦-King on the third, and the ♣-King on the bottom row.

The second rule describes how to move the other cards.

A move is bound to just one single rule: a card may be put on a vacant place provided the card in front of that hole is its predecessor. So in the hole behind the eight of ♣ the seven of

♣ can be put. Four such vacancies are created by moving the four kings. By moving a card to a hole another hole is created, at the position which was occupied by the just moved card. That vacancy can be used to move another card, and so on.

The third rule defines when the game is over. The game is over when no more moves are possible, so when all four vacancies are behind an ace, or behind another vacancy.

When you're either a skilled (or a lucky) player, you might have finished the game properly and created four rows with all cards ranked. In most cases, however, you will have been stuck before. You may consider yourself a skilled player when you are successful in one out of 40 games.

In the "standard" mode of the program the above rules are enhanced with the triple-deal option, one of the many known variants. When allowed to have two more deals, a skilled player can complete over 10 % of the games successfully.

## Variants

The game of Rangoon is known in many variants and under various names. For all of the three rules one or more variants exist.

A number of variants applies on the king-move rule. Both the location of the kings and the time of the move vary.

Variants of the king-location:

- A fixed location is assigned to each of the kings (as supported by the main variant of the program, using the suit-order of bridge).
- The location of the king is defined by the order of their appearance during the deal.
- The location of the kings is decided by the player.

Variants in the timing of the king-move:

- All four kings must be moved before any other card is moved.
- The move of all four kings does not have to precede the move of another card. Though the first move will always involve a king (in order to create a vacant place onto which another card can be moved).

Also the second rule, defining how the other cards may be moved is subject of a variation: a card may be moved either behind its predecessor **or** in front of its successor.

Another variation gives the opportunity to once (or even more than once) redeal all unordered cards when the game is ceased (and provided all families are not completed yet). The number of extra deals may vary from none (single deal mode) till infinite (so you will always end up with all cards in order). An extra deal is done by picking up all unordered cards along with the last ordered card of each row; those cards are shuffled and put down again leaving one vacancy behind each of the remaining rows; finally the last-ranked cards (which were included in the shuffle) are moved up, thereby (a) restoring the ranking-situation from just before the shuffle, and (b) creating four new random vacancies to continue the play.

The extra dealing is available by means of the deal-option, the triple-deal (two extra deals) is offered in the standard mode of the program.

At least four variants of card-ranking are known:

1. "King-Queen-Jack-10-...-3-2-Ace"
2. "Ace-King-Queen-Jack-10-...-3-2"
3. "Ace-2-3-...-10-Jack-Queen-King"
4. "2-3-...-10-Jack-Queen-King-Ace"

The first mentioned ranking is supported by the standard mode, the other ranking-variants are available by means of the ranking-option.

The last variant concerns the location of the head of a row, which can be located on the left (as supported by the standard mode) as well as on the right (as available by means of the rowhead-option).

## Strategy and Hints

When you have played a few games you may agree that the game looks simple, but it is not at all that easy. Some simple guide-lines may be of help.

- Concealing  
The concealing of the "dangerous" aces to the back of the row.
- Blockade  
The avoidance of a blockade.
- Delay  
The immediate execution of a move which does not influence the further course of the game.

## Strategy and Hints: **concealing**

The number of possibilities is reduced as soon as a vacancy behind an ace pops up. This could be avoided by moving the ace at the back of a row, where it can not do any harm. Such an ace is nicely concealed; analogously a 'two' on the last-but-one location is in a favorable position. An ace can only be legally concealed at the back of a row by moving it behind the 'two' in the last-but-one location. If possible one ought to postpone the moving of such a favorable two until the ace is put behind it.

The same reasoning applies for a three (on the last-but-two location), the four, the five and so on. One must try to postpone the moving of such a card until the successor is put behind it. Therefore it is recommended to look at the start of game, if there are any cards on a favorable position, and to account for it in your strategy.

Strategy and Hints: **blockade**

Besides awkward aces another danger exists: the blockade

- single :     ♠-king,
- ♠-queen,
- ♠-ten , ....,
- ♠-jack
- dual :       ♥-king,
- ♥-queen,
- ♥-jack,
- ♦-queen, ....
- ♦-king,
- ♥-ten,       .....
- complex :   ♠-king, .....,       ,.....,
- ♣-queen
- ♥-king,
- ♣-jack,
- ♦-king,
- ♥-queen,
- ♥-jack,
- ♦-queen, ...
- ♣-king,
- ♥-ten,       .....

In the first example the blockade might have originated from the situation:

- ♠-king,
- ♠-jack, <hole>, ....
- ♠-queen, <hole>
- by moving subsequently ♠-ten,
- ♠-jack and
- ♠-queen.

The blockade could have been prevented by first moving the ♠-jack !!

A possible single blockade (the most common form of blockade) can be detected by the fact that a card resides in the row of the king with the same suit, and is located such that not all its predecessors can be fitted between the card and its king.

In the row below the ♦-eight might be blockading, the

♦-ten is not:

- ♦-king,
- ♣-ten,
- ♦-eight,
- ♠-four,
- ♦-ten, ....

Avoiding a blockade is crucial when there are no more deals left.

## Strategy and Hints: **don't delay**

If the moving of a card does not influence the course of the game, then perform that move right away, even if it would cause a vacancy behind an ace !! It just benefits to the overview, and in case of the ace-hole your attention is put once more to the danger. The next situation gives an example:

♠-king, <hole>, .....,  
♠-queen,  
♠-ten, ....  
♥-king, <hole>,  
♥-jack, .....,  
♣-queen  
♦-king, <hole>, .....,  
♥-queen, .....,  
♣-king, <hole>, .....,  
♦-queen,  
♦-jack, ....

The ♣-queen can be moved without having any influence of the course of the game (there is no room to put

♣-jack). The same applies for

♦-queen (because

♦-jack is already located behind it). The moving of

♠-queen does influence the course of the game obviously (the possibility of moving

♠-jack has been changed).

But beware, the moving of ♥-queen might give another direction to the game, although one would not assume that one first sight.



## Playing the game

To start the Next Game:

- From the Game menu, choose Next Game,
- or press F2,
- or click the Next Game button on the button-panel

To start a Selected Game:

- From the Game menu, choose Start Game ....  
You will be prompted for the number of the game you want to play. If you agree with the presented default (the next game) just press enter, otherwise type a number from 1 to 32,765 (or the maximum allowed in the playing-set). If you have played the game before, the score is displayed, and you are asked if you want to play it again, to try to improve on that score.  
If the number is outside the range of played games, the program will ask if you intend to play a game outside the current range of games.  
Furthermore, you can start-up or replay a game from the [Admin]-[history] Menu.

To Deal Again:

- From the Move menu, choose Deal cards
- or press F3.
- or click the deal button on the button-panel

To Move a Card:

- Click on a card or on a hole,
- or press the numeric key corresponding with a hole (1..4)
- or click a hole button on the button-panel

To Back Up a Move:

- Press the BACKSPACE key.
- or click the Undo button on button-panel

To Back Up a Series of automatic moves:

- Press the Shift and the BACKSPACE key
- or click the Undo button on the button-panel

To Back Up to the previous deal:

- From the Move menu, choose Back till deal
- or press F4.

To Mark a position

- From the Move menu, choose Mark
- or press F5.

To Restart at a marked position

- From the Move menu, choose Restart at mark
- or press F6.

To exit the game:

- From the Game menu, choose Exit,
- or press alt-F4,
- or click the Exit Game button on button-panel



**Game Over**

When the above text appears no more moves are possible.

You will then have the following options:

- you can choose to play the next (or another) game,
- or back up a (number of) move(s),

- or back up till the last deal,
- or restart at a marked position,
- or replay the game,
- or exit the game.

See also:

[Automatic play](#)

[Button panel](#)

## **Automatic play**

When there is only one possible move, you can choose the automatic play. The program keeps on moving until the game is ceased (no more moves possible), or until the number of possible moves becomes more than one, so you can take over again.

Though automatic play is originally designed to take over the burden of going the complete chain of predestined moves involving one vacancy, the program can be instructed to offer the function also when there is more than one possible move (see AutoLevel option). Choosing automatic play when there is more than one possible move will keep on moving until the game is ceased, or until the number of possible moves becomes more than the current number of possible moves.

Use of Automatic will speed up the game, when you have concluded that no matter what moves are made, the ultimate result will be the same.

But take care, automatic play when you have more than one possibility to move is not using an optimal strategy and might produce an undesired result. Even when you think that it does not matter in which order the moves are made, it still may happen that an alternative strategy with unexpected result pops up, for worse (!) or for better (?).

Starting automatic play at level 4 with four moves possible will only be stopped when no more moves are possible !!

To Start Automatic Play:

Click the Auto button on button-panel

See also:

[Button panel](#)

[Private Profile](#) (topic AutoLevel)

## Button Panel

The Button Panel groups all playing controls at the bottom at the screen, so you don't need to chase the mouse all over the screen.



The exit-game button is only enabled at the end the game, and can be used to stop playing. See also [Game menu](#)

The nth-deal button is only enabled when the player is allowed to deal (again), in its disabled state it can be examined by the player to check out how many deals have been done yet. See also [Move Menu](#)

The start-game button is shared with the deal button and is only available when the automatic start option is disabled at the start of the session. It can be used to start up the (next) game.

The next-game button is shared with the deal button and is only enabled at the end of the game. It can be used to start up the next game. See also [Game Menu](#)

The history button is shared with the deal button and is only available when all games of a [playing-set](#) (e.g. a tournament) have been completed. It can be used to get a view at the statistics. See also [History](#).

The undo button can be used to backup the previous move-action, which is either one single move, a complete sequence of automatic moves, or a secondary deal; even at the end of a game the undo button is enabled.

The auto button can be used to let the program do the moves, see also [Automatic play](#)

The four hole buttons can be used to move a card to a vacancy, and are especially useful when doing a sequence of moves involving the same vacancy again and again.

Please take notice of the fact that usage of the button panel will allow you play faster, but also diverts your attention from the cards towards the buttons !!

The Move Counter shows the number of moves completed. To activate / deactivate the Move Counter:

From the [Admin]-[Options] Menu, (un)mark Show Move Counter in section (miscellaneous).

See also [Private Profile](#) (topic MoveCounter)

## Replay Panel

The Replay Panel groups all buttons to control replaying, and is used for the various replay actions incorporated in the program:

- to replay an archived game.
- to view an imported game.
- to replay a previous interrupted game at program start-up.

The initial state of the panel is determined by the initiating action:

- "pause" at replay of an archived game (shown below).
- "play" at view of an imported game.
- "flush" at replay of an interrupted game.



The buttons on the lower row can be used to control the speed (slow or fast) and the direction (foreward, backward) of the replay. The buttons on the upper row determine how to stop the replay.

The pause button can be used to temporary hold the replaying.

The play buttons (marked > and <) can be used for slow replay, the time between two moves is defined by the PlayDelay option. The > button plays forward, the < button plays backward.

The flush button (marked >>) can be used for fast replay, the time between two moves is defined by the FlushDelay option.

The rewind button (marked <<) can be used to rewind, the time between two moves is defined by the FlushDelay option.

The resume button must be used to stop the replay and take over the action which initiated it:

- when replaying an archived game, the player is able to continue the game manually.
- when viewing an imported game, the view is stopped; however, the player is not able to continue the game. Instead the program will continue to view the next game.
- when replaying a previous interrupted game at program start-up, the player is enabled to continue the game manually.

The cancel button must be used to stop the replay and cancel the action which initiated it.

- when replaying an archived game, the program returns to the statistics form.
- when viewing an imported game, the viewing of the game is stopped.
- when replaying a previous interrupted game at program start-up, the game is restored to its starting tableau.

The Move Counter shows the number of moves completed.

## Usage of Keyboard

This section gives a summary of the keys which can be used:

- 1..4 move card to vacancy 1..4
- F1 call for help (standard windows)
- F2 start next game
- F3 deal unranked cards
- F4 back till deal
- alt + F4 exit rangoon
- F5 mark a position to fall back upon
- F6 fall back on a marked position
- F7 view / change options
- F8 get history
- Bkspc undo one move
- shift + Bkspc undo one move / automatic series

By toggling the numeric keys with your left hand (and provided you've still got four fingers) and using the righthand to press to enter key, you can play the game at real **turbo speed**.

## Scoring

The scoring of Rangoon is based upon the following three components:

- the sequence score:
  - 1 point for each card positioned behind its predecessor.
- the position score:
  - 1 point for each card on the final position, while all cards before that card are also on the final position (e.g. the Jack of Hearts is the third card in the row headed by the King of Hearts, and is preceded by the Queen of Hearts).
- the row bonus score:
  - 1 point for each completed suit.

When the game is ended successfully, exactly 100 points are gathered (48 position-points, 48 sequence-points and 4 row-bonus-points).

The score of the current game is displayed in the title-line.

A list of all scores is maintained in a special file which can be viewed, see [History](#) for further details.

## History

The history of all played games is administered in some file(s) in a dedicated directory (see [PlayID](#)). You can look up the scores of the played games by choosing History from the Admin menu (or by pressing F7).

A list of (up to 21) games with global information is shown on the left, and on the right top the detailed information of the game highlighted in the left list is shown, and on the right bottom the overall statistics.

The global information is kept in one line per game and consists of:

- o a move-recorded indicator (a small dot)
- o the game number
- o the score
- o the number of completed families (a asterisk)

The detailed information displays the same information in a friendlier way, and furthermore it shows the number of deals needed in case the game was completed successfully. You can show the details of another game by selecting (clicking) it.

The selected game can be replayed by pushing the replay button, or by choosing Replay Game from the Game Menu. When the moves were not recorded you can only play the game once more from the start. However, if the moves are recorded the scope of the replay-function widens: you may also play back the game, and break the replay to take over (see [ReplayPanel](#))

Gaps may appear in the list. This means that you have not played the games sequentially, but explicitly choose to play one or more games which were not adjacent to the current played range of games. The gap will be filled in time, because Rangoon by itself will always choose the first unplayed game. A hole is reported by a <not played> line in the list (it is also reflected by the text of the replay-button being changed into "play").

The selected not-played game can be played by pushing the play button, or by choosing Play Game from the Game Menu.

When the moves of the selected game are recorded you can export the game to an ascii-file by clicking the export-button, or by choosing Export Game from the Game-menu. You will be prompted for the name of the file to which the game is exported (default "gam<nr>.txt"). When you specify the name of an existing file the export-text will be appended.

When all games of a [playing-set](#) have been completed, the complete playing-set can be exported to an ascii-file by clicking the export-button, or by choosing Export from the Admin-menu.



## Options

When activated the window shows a basic set of game-attributes and play-preferences which can be updated; (all of) the other options can be made visible and subject of update by using the ShowOpt command.

The game attributes are related to a playing-set, and must be known before a playing-set can be started. Some attributes (like the PlayID and NrDeal) can only be defined once, others (like UserName and RecorderLevel) can be updated.

The play-preferences only effect the look and feel of the program, not the game itself (e.g. the index shown on the cardface of the kings, queens, jacks and aces).

The maintenance of the options can happen (1) explicitly by one of the [Admin] commands, or (2) implicitly by starting the program with a fresh PlayID.

Maintaining the game-attributes consists of:

- creating a new playing-set
- selecting an existing playing-set
- deleting a (number of) playing-set(s).
- updating the attributes of a playing-set

When you are satisfied with the selection as given, or as updated press the Accept-button, when you decide to leave things as they were, you can return by clicking the Cancel-button. You can fall back on the preferences defined in the private profile by clicking the Reset-button.

The changes will be recorded automatically in the private profile.

## PlayID

Specifies the current PlayID and is shown under the header "PlayID".

When started from the [Admin]-[Create] command, a new PlayID has to be typed. When started from the [Admin]-[Select] command, a selection from the existing ID's has to be made by clicking the down-arrow and choosing the wanted item.

When started from the [Admin]-[Delete] command, a selection from the existing ID's has to be made by clicking the down arrow and chosen the item to be deleted. The selected item will be deleted after clicking the Delete-button.

When started from the [Admin]-[Options] command, the current PlayID is shown.

If the standard PlayID ("RANGOON") is selected, the NrDeals is set to "triple", the NrGames is set to 32765, and the TournamentOptions are both off. If another PlayID is selected, the player has to define the NrDeals and the NrGames.

(see also PlayID).

The standard PlayID ("RANGOON") cannot be deleted.

## NrGames

Specifies the number of games related to the PlayID (or rather a Tournament with that PlayID). The current value is shown under the header "NrGames". A new choice can be made typing a number less than 32765.

The option is not available for the standard PlayID "RANGOON".

## NrDeals

Specifies the number of deals you have to complete a game. The current value is shown (single / double / triple) under the header "NrDeals", a new selection can be made by clicking the down-arrow and choosing the wanted mode.

This option is one of the options which affects the course of the game. Altering it will in fact make it a different game, and so it is only available when setting the attributes for a new PlayID.

The option is not available for the standard PlayID "RANGOON".

### **CheatLevel**

Specifies the level of cheating tolerated by the program.

At "minimal" level it is allowed to undo a single mistake.

At "modest" level it is allowed to start a game from scratch again.

At "maximal" level all kinds of "cheating" is allowed (replay a game, undo a number of moves, mark a position, restart from a deal).

When the TournamentParticipate option is selected, the CheatLevel cannot be changed anymore, once a game of the tournament has been played.

### **UserName**

The name (and other information) of the player which will be recorded in the export-file, and which is used for identification and for authentication.

### **Tournament Participate Option**

Activates / deactivates tournament-play.

If the Tournament-Participate option is selected, the RecorderLevel is set to "All".

The option is only available when setting the attributes of a new PlayID.

This option is not available for the standard PlayID "RANGOON".

### **Tournament Moderate Option**

Activates / deactivates tournament-moderation. The option is introduced for administration purposes only, hence one cannot play the game if the Tournament Moderate Option is selected. As a result the option is only available when setting the attributes of a new PlayID.

The option is not available for the standard PlayID "RANGOON".

### **RecorderLevel**

Specifies the score-level at which a game is recorded automatically.

The recorder-level can vary from 0 to 101, and can be altered by using the horizontal scroll bar; the chosen recorder-level is shown in the box behind the scroll-bar. By choosing level 0 all games are recorded automatically (shown in the box as "All"). At level 100 only the completed games are recorded automatically. At level 101 there is no automatic recording (shown in the box as "Off").

When the TournamentParticipate option is selected the RecorderLevel is automatically set to "All", and cannot be changed.

### **Automatic Start**

Activates / deactivates the automatic-start option

When the automatic-start option is active, the next game will automatically be presented when the program is started. When the automatic-start option is not active, the program remains in the opening-screen at startup time with the start-game button enabled.

### **Show Move Counter**

Activates / deactivates the display of the move-counter on the button-panel. The move-counter on the video-panel will always be visible.

### **Indexes**

This option can be made visible by the sub-command "CardDeck" of ShowOpt. Though you cannot change the picture itself, you may change the index on it when you are not satisfied with the standard English indexes on the card-face of the kings, queens, jacks and aces.

The current selection is shown by the text as well as by the set of four cards under the header "CardIndexes".

You can select another set of Indexes, by clicking the down-arrow and the desired item. The

four cards will show will show the selected face-lift.  
When the requested card-indexes are not supported in the list, you can choose your own set of indexes by means of a topic in the private profile.

### **Back**

This option can be made visible by the sub-command "CardDeck" of ShowOpt. When dealing the cards, Rangoon will first put out the cards face down, so the card-back is shown. Rangoon can also be instructed to show a card face up right away. You can select your own favorite cardback by clicking it. You can instruct Rangoon to choose one randomly by clicking the radio-button marked "random", or you can instruct Rangoon to show the cards faced up right away by clicking the radio-button labelled "none". The favorite card-back (if any) is shown highlighted, all other cards are shaded.

### **Ranking, RowHead and SuitSequence**

These options can be made visible by the sub-command "Ranking" of ShowOpt. Especially when you know the game, and have played it with a real deck of cards, you might not like the default ranking, the location of the head of the row, or the suit-order, because you were used to another variant.

You can select your favorite ranking and rowhead by clicking the corresponding radio-button under the header "Ranking". The left column denotes the ranking while the row is headed left, the right column the ranking while the row is headed right. Furthermore the header-card of the row is underlined.

You can change the suit-sequence by "dragging" one of the aces under the header "SuitSeq": click on an ace, and while holding down the button, drag the suit-icon to the position you prefer. Releasing the button will drop the suit in that position.

Note that the selected preferences do not change the course of the game, it merely changes the presentation of the cards, not their mutual positions. So instead of the ♠-king (in standard mode) on the leftmost position of the upper row, the ♥-ace will be displayed when selecting the ranking "AKQ..32" and suit-sequence "



### **Colors**

This option can be made visible by the sub-command "Colors" of ShowOpt. The color of the window (background) and of the hole-icon (foreground) may be changed. The current selection is shown in the large box on the top, the row of small boxes on the right shows the selectable backgrounds with the current foreground, the row on the left shows the selectable foregrounds with the current background. By clicking on one of the small boxes the corresponding background-color (resp foreground color) is selected. The selection will be reflected in the boxes immediately.

### **DelayTimes**

These options can be made visible by the sub-command "DelayTimes" of ShowOpt. They specify the amount of time the program will delay before issuing the next action, and is specified in milliseconds. The AutoDelay is used between two subsequent automatic moves; the DealDelay is used between dealing two cards; the PlayDelay and FlushDelay are used between two moves during replay (e.g. when replaying an interrupted game). The delay-times can vary from 0 to 2 seconds, and can be altered by using the horizontal scroll bars; the chosen delay-time is shown in the box behind the scroll-bar. Note that the accuracy on a PC is approximately 1/20 seconds.

## **Tournament Play.**

The program does not feature tournament-play, it merely offers some of the basic facilities to play or to moderate a tournament. The organisation of a tournament is still in the hands of human: a number (1..n) of people forming the Tournament Committee (T.C.) has to define the playing-set, will announce the tournament, collect the the scores of the participants and publish the final result.

The playing-set (to give equal chances to everybody) is defined by:

- A 5-character tournament-name (same games for everybody)
  - The number of games (same amount for everybody)
  - The deal-mode (single, double or triple) (same rules for everybody)
  - The cheat-level (minimal, modest or maximal) (same handicap for everybody)
- (note that other play-options (e.g. ranking or suitseq) do not influence the course of the game, and can be chosen freely by the participants).

The T.C. will much likely also define a closing date and the method to collect the scores of the participants (e.g. by eMail), and announce all the above Rules-of-the-Tournament (e.g. by a note on a BBS).

The participants will play the games (according the announced rules) and will send their results to T.C. The T.C. will collect the scores of the participants, and will publish the result (e.g. as follow-up note on a BBS).

To **participate** a player has to create a new playing set with the proper attributes (PlayID, NrGames, NrDeal and TournamentPlay). After playing all games the Tournament score must be exported to an ASCII-file by using the [Admin]-[Export] command. Subsequently that file can be delivered to the T.C.

To **moderate** a tournament the T.C. will have to create a special tournament-playing-set with the proper attributes (PlayID, NrGames, NrDeal and TourModerate). The program offers two extra commands for a "moderated" PlayID:

[Admin]-[Import] to perform a basic validation on a delivered export-file, and to append the scores to a result-file.

[Admin]-[Verify] to perform an extensive validation on a delivered export file, by replaying the games one by one.

## **Menu Commands**

### **Admin**

The Admin-menu gathers the functions available on a playing-set., for handling the game-attributes and play-preferences, getting the statistics, and the tournament facilities export, import and verify.

### **Game**

The game-menu gathers the functions on game level (start game, replay game, export game, import game).

### **Move**

The move-menu gathers the functions to be used within a game, with the emphasis on the functions allowing you to restart the game at a specific point.

### **Help**

The help-menu gathers the functions providing information.

## **Admin Menu Commands**

The Admin-command gathers a number of functions on the current playing-set identified by the PlayID.

### **Create**

To create a new playing-set. You may want a new playing-set, because:

- You share the computer (or at least the disc-storage) with (an)other Rangoon player(s), and want your own administration. Even if you target the administration file(s) to a floppy this reason is applicable (since there is also information in the (common) private profile RANGOON.INI
- You want to play with a non-standard game (e.g. with single deal-mode).
- You have played all 32765 games of the standard version (?!).
- You want to participate in a tournament.
- You want to moderate a tournament.

Be aware that the choice of the PlayID has impact on the games to play !!

### **Select**

To make another playing-set current.

However, the recommended way to distinguish between the available playing-sets is by using Windows' Program Manager to create a separate program-item for each playing-set, and specifying the playid on as well the command-line (to let the program know which playid to use) as the description-line (appearing under the icon)

### **Delete**

To remove a (number of) playing-set(s). You will be prompted if you really meant to remove the concerned playid before any removal is done. Upon an affirmative response all administration files (named ADM<num>.IS<x>) are removed from the administration directory (named <playid>). If that directory becomes empty it will be removed also. Furthermore, the section in the private profile is removed. Finally the current playid is set to the standard playid "RANGOON".

### **Options**

To show / update the options.

### **History**

To show the History.

### **Export**

To export the history of the current playing-set (see also ExportFile).  
Only available when the TournamentPlay option is set.

### **Import**

To import an exported history.

Only available when the TournamentModerate option is set. Besides for the obvious usage by the TournamentCommittee, it may also be of use for a player to check if the (edited) export of the history-file is done correctly.

It performs a basic validation and authentication.

### **Verify**

To validate an exported history.

Only available when the TournamentModerate option is set. Besides for the obvious usage by the TournamentCommittee, it may also be of use for a player to check if the (edited) export of the history-file is done correctly.

It performs a more extensive validation by replaying the games one-by-one.

**Exit**

Exits Rangoon

If you wish to exit in the middle of a game the program will ask you if you want to save the game in order to be continued at another time.

## **Game Menu Commands**

### **Next Game**

Starts the next game.

### **Start Game nr ...**

You are prompted for the number of the game to be started.

### **Replay Game**

The current game is replayed from scratch, you can break the the replay at any moment and taker over manually. See also [replay](#)

### **Export Game**

If you wish the export an unfinished game the program will ask you if it was your intention to do a export. See also [history](#) and [export](#)

### **Import Game**

To import a number of exported games (under construction).

### **View Game**

To view a number of exported games.



## **Move Menu Commands**

### **Deal cards**

Deals again all unranked cards.

### **Back till deal**

Backs up to the previous deal.

### **Mark**

To mark a position for restart.

### **Go to mark**

To restart at a marked position.

## **Help Menu Commands**

### **Index**

Gives you the help you are reading now (starting at the index).

### **Keyboard**

Gives you the help about the keyboard-usage.

### **Commands**

Gives you the help about the command-menus

### **Procedures**

Gives you the help about the current mode of the program (playing, replaying, ...)

### **Help**

Gives you the information how to use the help-facility of Windows

### **Memo**

Just a memorandum from the author.

### **About**

Gives some brief information of the programming, like version-number.  
Furthermore you can recall the text in the information-file of the package by clicking the button showing the version-number.

Rangoon

The name of the game is originated from the dutch word "**Rangeerstation**" (= shunting-yard), of which this game is one of the many variants. I've added an extra "o" to give the name an oriental touch.

## Predecessor

A predecessor is the card of the same suit with a next higher rank, for example: the predecessor of ♠-8 is

♠-9, the predecessor of

♦-10 is

♦-jack, the predecessor of

♥-ace is

♥-2.

Unlike a regular monarchy, a king does not have a predecessor.

There is no card of which the ace is a predecessor.

## Rank

The ranking of the cards within Rangoon is: King, Queen, Jack, Ten, Nine, Eight, Seven, Six, Five, Four, Three, Two, Ace.

Three other variants are available by means of the ranking-option:

Ace, King, Queen, Jack, Ten, ..., Three, Two

Ace, Two, Three, ..., Ten, Jack, Queen, King

Two, Three, ..., Ten, Jack, Queen, King, Ace

## Family

A family consist of all the cards of the same suit. A completed family is a family which is ranked according the rules of the game. For rangoon in standard mode the completed family of ♠ consists of

♠-king,  
♠-queen,  
♠-jack,  
♠-10,  
♠-9,  
♠-8,  
♠-7,  
♠-6,  
♠-5,  
♠-4,  
♠-3,  
♠-2,  
♠-ace.

### Head-of-the-Row

The head of the row is at the leftmost of the thirteen cards in each row. At the beginning of the game the card with the highest rank is put there.

A second variant (the rightmost position) is available by means of the rowhead-option.

### Suit sequence

The sequence of the suits when moving the Kings to the head of the row is: Spades, Hearts, Diamonds, Clubs. All other variants of suit-sequence are available by means of the suitseq-option.



## CardIndexes

The index of the card in the corner of each card shows a variation from country to country. The program supports the latin-characters as well as a number of other characters, which can be specified by the indexes-topic in the private profile:

"1": digit 1  
"#": numbers 11 (jack), 12 (queen) or 13 (king)  
"a": Cyrillic K (used for the Russian king)  
"b": Cyrillic D (used for the Russian queen)  
"c": Cyrillic B (used for the Russian jack)  
"d": crowned K (used for Nordic Konge)  
"e": small cap D (used for Nordic Dame)  
"f": overlined K (used for Nordic Knegt)  
"g".."z" reserved  
"-": no index

## Play-identification

The PlayID identifies a playing-set, and is its most prominent attribute.

The first 5 characters of the play-identification are used to build the game-base. The game-base and the game-nr are used to "shuffle" the deck. All players using the same game-base play exactly the same games.

In tournament mode the game-base is also influenced by other game-attributes.

The following 3 characters of the play-identification can be used to distinguish between a number of players, whereas each player has his/hers own playing-set(s) and play-identification(s).

When started, the Program of Rangoon accepts the PlayID as the first (and only) parameter on the command-line. If not specified the PlayID is fetched from the PlayID topic in the common section [rangoon] of rangoon's profile.

If not specified in the profile either the standard PlayID "Rangoon" is used.

The PlayID is restricted to 8 alphanumeric characters and is used to gather all information of each play-set:

- o the play-options in section [<playid>] of rangoon's profile.
- o the statistics in directory <randir>\<playid>.

## PlayingSet

A number of games defined by the game-attributes and play-preferences.

A playing-set is defined by the game-attributes PlayID, NrGames and NrDeals, a playing-set is identified by the PlayID.

By setting the game-attribute TournamentPlay a playing-set is upgraded to a tournament.

By also setting the game-attribute TournamentModerate a playing-set can be used as an administration tool for moderating a tournament.

## Creating a new tournament playing set

From outside windows: go to the directory in which rangoon resides, and type

```
"win rangoon <playid> <dealmode> <nrgames> T <cheat>"
```

From inside windows: use program manager to make a new program item with command-line:

```
"...\rangoon.exe <playid> <dealmode> <nrgames> T <cheat>"
```

From within rangoon: choose [Create] from the [Admin] menu.

## Moderating a new tournament playing set

From outside windows: go to the directory in which rangoon resides, and type

```
"win rangoon <playid> <dealmode> <nrgames> M <cheat>"
```

From inside windows: use program manager to make a new program item with command-line:

```
"...\rangoon.exe <playid> <dealmode> <nrgames> M <cheat>"
```

From within rangoon: choose [Create] from the [Admin] menu.

## Command line interface

By means of the command-line with a number of arguments MS/Windows is instructed which program must be started (the first argument denotes the location of the program) and to pass some parameters to the program. The program of RANGOON uses the command-line parameters to overrule some topics in the private-profile RANGOON.INI

The first parameter denotes the play-identification.

If the play-identification is unknown yet, the program accepts five more arguments in arbitrary order to preset the basic game-attributes:

- the deal-mode (single or D1, double or D2, triple or D3)
- the number of games (7..32765)
- the tournament option (T)
- the cheat-level (minimal or C1, modest or C2, miximal or C3)
- the moderate option (M)

If the play-identification is already known, the given parameters are ignored.

The command line "RANGOON.EXE APRIL1 Single 101 T Max" defines a tournament playing-set of 101 games with single deal-option and the identification APRIL1. The tournament allows for all cheat-features.

The command-line can be specified from outside windows by simply adding it to a MS/DOS command-line to start windows: "win <command-line>".

The command-line can be specified from inside windows by using the program manager when creating a new program-item, or update its properties.

## Profile

The context of the program is maintained in a private profile file named "rangoon.ini", and controls various topics. The program will keep the profile up-to-date with the game in progress, and will also record the options changed at run-time. The other topics can be changed by a text-editor (e.g. NotePad).

Within the profile one is able to build private sections, each of which denoting a set of controlling topics, and identified by a PlayID.

Note that a number of characteristics (UserName, NrGames, NrDeals, TournamentPlay) are only used to build the administration-file. The relating topics in the profile are used once during build-up; changing the values by an editor at a later stage does not result in a change within the administration-file !

Topics in the general section [rangoon]:

### RanDir

The RanDir directory is used to gather the administration for the program. By default the program uses the start-up directory (for MS/Windows 3.0 this is the directory where the .EXE file is located, for MS/Windows 3.1 it is the Working Dir related with the program).

### CardDeck

The images of the cards and the cardbacks used by rangoon are maintained in a bitmap-file. By default the program uses the file randeck.bmp in the RanDir directory.

### PlayScreen

The size of the screen used for the tableau of cards expressed in "twips". Rather than changing the value by means of an editor, you can enlarge the tableau at runtime on the standard windows-method by grabbing one of the edges and pulling it to the wanted size. The size of the playing card will be adapted automaticly. By default the program uses 9600x5445 for a standard VGA.

### Title

The title-screen used by rangoon is kept in a bitmap-file with dimensions 633x240x16. By default the program uses the file rantitle.bmp in the RanDir directory.

### HelpFile

The helpfile contains the very text you are now reading. By default the program uses the file rangoon.hlp in the RanDir directory.

### InfoFile

The information file is a plain ascii text file which is delivered with the program, and which can be displayed in the "About-box". By default the program uses the file raninfo.txt in the RanDir directory.

### CardIndexes

The indexes shown on the card-faces of the aces, kings, queens and jacks are selected through a 4-character indexes-code. By default the Anglo-American card-indexes on the CardDeck (AKQJ) are used.

### PlayID

This topic specifies the most recent used PlayID. The value is used when the command-line did not specify a play-identification explicitly. By default the program uses the playid "Rangoon".

The remaining topics below are fetched from the section [<PlayID>] in the private profile.

The topics in the private section [<PlayID>] below can be incorporated by means of a text-editor. It is advised though to use Options from the Admin command.

#### CardBack

The cardback shown during dealing the cards. By default the program chooses a cardback randomly (value 0). The values 1..12 correspond with a specific card-back, all other values will instruct the program to show the cards faced up right away.

#### BackColor

Defines the RGB-color of the background in the game-tableau. By default the background color is dark-green (&H8000).

#### TextColor

Defines the RGB-color of the text against the background defined by BackColor. By default the text color is light-grey (&HC0C0C0).

#### Ranking

A one-digit value denoting the ranking of the cards.

value 0: King, Queen, Jack, 10, ..., 3, 2, Ace

value 1: Ace, King, Queen, Jack, 10, ..., 3, 2

value 2: Ace, 2, 3, ..., 10, Jack, Queen, King

value 3: 2, 3, ..., 10, Jack, Queen, King, Ace

By default the value is 0.

#### Rowhead

A one-digit value denoting the location of the head of a row.

value 0: head of the row is on the left.

value 1: head of the row is on the right.

By default the value is 0.

#### Suitseq

A number denoting the suit order, when moving the highest ranked card in front of the rows. By default the value is 0.

#### AutoLevel

Denotes the number of possible moves at which the automatic-option is enabled. By default the level of possible moves is one (value 1).

#### CheatLevel

Denotes the level of cheating allowed by the program. By default full cheating is allowed.

#### UserName

The UserName is used in the export file for identification and authentication.

Note that the value of UserName is only effective when a new playing-set is started (see also PlayID).

#### NrGames

Specifies the total number of games to be played (in a tournament). Usage outside the scope of a tournament is not really applicable, since the default (and maximum) value is set to 32765 games !

Note that the value of NrGames is only effective when a new playing-set is started (see also PlayID).

#### NrDeal

Specifies the total number of deals allowed in one game. The program supports up to three



deals (values: 1..3), the default value is 3 (two extra deals). Note that the value of DealOpt is only effective when a new playing-set is started.

#### AutoStart

At program activation the program will automatically start the next game when the option play (value 1) is defined (quick start option). By default the start option is none (value 0).

#### MoveCount

Denotes if the move-count on the button-panel is visible. By default the move-count is hidden (value 0).

#### RecorderLevel

Denotes the score-level at which the game is recorded automatically. By default the value is 100 (only record the successfully completed games). Its value may be overruled by the TournamentPlay option.

#### AutoDelay

Denotes the delay-time to perform one move when playing automatic. By default the delay-value is 333 (1/3 second).

#### DealDelay

Denotes the delay-time to turn a card face-up when dealing the cards. By default the delay-value is 125 (1/8 second).

#### PlayDelay

Denotes the delay-time to perform one move when replaying the game (e.g. when restarting an interrupted game) at slow speed. By default the delay-value is 1000 (1 second).

#### FlushDelay

Denotes the delay-time to perform one move when replaying the game (e.g. when restarting an interrupted game) at high speed. By default the delay-value is 55 (1/18 second).

#### SavedGame

If you did exit in the middle of a game, the program will save the progress, so you are able to continue the interrupted game at another time. Do not change the value of this item by means of an editor (other than to an empty value) !!

See example.

## Example of RANGOON.INI

Two playing-sets are defined one is the standard "Rangoon", the second is a tournament of 24 games named "TourBob".

Note that the section [rangoon] contains both the generic information (Title, CardDeck and PlayID) and specific information (NrDeals, AutoStart, AutoLevel).

```
[rangoon]
Title=d:\wingames\bitmaps\rantitle.bmp
CardDeck=d:\wingames\bitmaps\randeck.bmp
PlayID=TourBOB
NrDeals=3
AutoStart=1
AutoLevel=4
```

```
[TourBOB]
Tournament=1
NrGames=24
NrDeals=3
```

## Export File

The history of all (or a number of) games of a playing-set can be exported to an ASCII-file (named <playid>.TXT). The file contains a header with the global information about the playing-set and the player:

```
PlayID: <playid>  
#-Deal: <nr>  
Player: <name>  
&.....: <additional info>
```

and a number of lines with the information specific for each game:  
[<gamenr>] <nrdeal> : <total> (<pos>+<seq>+<row>) &H<cc>  
<recorded-moves>

Do not change the PlayerInfo, or the RecordedMoves or the magic-numbers (&Hnnnn) because those are used for the validation and authentication check procedure !

The header for an exported tournament contains three more information-lines:

```
TourID: <playid>  
#-Deal: <nr>  
#-Game: <nr>  
Score : <nr>  
Compl : <nr>  
Player: <name>  
&.....: <additional info>
```

See example.

## Example of export-file RANGOON.TXT

This export-file shows the result of the first three games of the standard "Rangoon"-playing-set.

PlayID: RANGOON

#-Deal: 3

Player: Rudy Muller

[00001] 2 : 100 (48+48+4) &H235E  
B6C6D1BC3E3CD2E2BD5EDE4D7CDC4EBEBEBEBEDBEDEDEDE1CDECEC  
3D7C1DC1DA6F

[00002] 3 : 100 (48+48+4) &H525B  
C2B01E8C3D2CDCD3B1CBD3C2DC2ECECECED2BCE1B6CB1CB1EB1DEC  
BDB3E5DECD1B1D2EDED1CEFF

[00003] 3 : 100 (48+48+4) &H1926  
EBE5DEDEDE9CE4D1C1DCD1EB6C3B4CBCBECECEB1CED2E3D3E3C1B3  
DC2D8EB1D1B1EBECBECBECF