**SOLATOR2Help for SoLaTor Suite
2TRUEyesyesyesyesyesyes21/05/96**

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# SoLaTor Suite 2

Welcome to SoLaTor Suite 2, Version 2.0.
Written by Howard Patch.

This is version 2.0 and was written mainly for a 486DX, running Win95 at a resolution of 800x600, 256 Colors.   I've tested it out on other computers and at other resolutions, and have seen no problems.   If you have any comments or suggests you can contact me at:

Howard Patch
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Lindenhurst, IL   60046

Or E-Mail at:   LaTorSoft@AOL.com


If you don't hear sounds,
1) Make sure that the .wav files are in the same directory as solator2.exe
2) Make sure sounds are checked in the Game Options menu.
3) Contact me.

If you have any comments or find any bugs, please contact me.   I'll do my best to add it to the next revision if I think others will like it also.   Please be as specific as possible about what you want added.

Please upload the 2soltv20.zip or 12soltv2.zip file to your favorite BBS, CompuServe, American on Line or FTP site.

Disclaimer:
This program is being issued as SHAREWARE ($5.00 US).   Use at your own risk.   I will not be held responsible for anything.   Period.

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# Registration

If you like this game, please print the <u>Order Form</u> and send $5.00 US to the address below for a registration number.   This is version 2.0.   It may not be the latest version.   If you want me to send you the latest version on diskette, send an additional $5.00.   See <u>Order Form.</u>   If you have an e-mail address, please include it with your registration for free upgrade information.

Howard Patch
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e-mail:   LaTorSoft@AOL.com

When you register and have an e-mail address, you will be notified of any upgrades and status of other volumes of SoLaTor.   I will give you a registration number that is unique to you which will remove the nasty nag screen.   That number will be good for all versions of SoLaTor Suite 2.

If you are the author of a windows game, I will gladly trade registered copies of different SoLaTor Suites for a registered copy of your game.

The number of games I write depends on the number of people that register this game.   So if you want more solitaire games, give the unregistered version (2soltv20.zip or 12soltv2.zip) to your friends or upload it to your favorite BBS, American-On-Line or CompuServe. Thanks for your support.

**CREDIT CARD ORDERS ONLY** -

*All credit card order must additionally add $5.00 to cover the credit card service.   This will raise the cost of getting a registration number to $10.00*.

You can order with MC, Visa, Amex, or Discover from Public (software) Library by calling 713-524-6394 or by FAX to 713-524-6398
or by CIS e-mail to 71355,470.     Internet e-mail to 71355.470@compuserve.com
Product:   #11947, Product Name:   SoLaTor Suite 2

THE ABOVE NUMBERS ARE FOR CREDIT CARD ORDERS ONLY.
THE AUTHOR OF THIS PROGRAM CANNOT BE REACHED AT THESE NUMBERS.

Any questions about the status of the shipment of the order, refunds, registration options, product details, technical support, volume discounts, dealer pricing, site licenses, non-credit card orders, etc, must be directed to <Howard Patch at the address above.

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# Pyramid

Pyramid Solitaire is a tough game to get rid of the pyramid, but even more difficult to get rid of all the cards in the deck (I've done it once).

The object is get rid of every card in the pyramid and the deck.

The cards are dealt in the shape of a pyramid.   It starts with one card on top, and goes to seven cards on the bottom.

You must remove the cards in pairs that total thirteen in value.   Kings can be removed be clicking on them alone.   You cannot remove the card unless it is not covered by another card.

To remove the cards from the pyramid, drag a card to its match that adds up to thirteen and drop it there.   The cards are then placed in a pile of removed cards.   The top card in this pile is available for play.

Clicking on the deck will deal the cards one at a time to the waste pile.   The top card in this pile is also available for play.

The difficulty in winning is in determining the order of removing the cards.   The bottom card of the drag and drop will be the top card in the pile of removed cards.

You are allowed to go through the deck three times.

Since this is a very difficult game to win, higher points are given for ending with less than 7 piles.

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# Double or Quits

Now, this game I win at quite frequently.

It does involve some math, but after a few hundred or so hands, it become routine, and higher scores can be reached.

There is only one foundation.   It is in the middle of the three sided box of cards.

The object is to build all cards onto this one foundation by doubling the value of the foundation card.

The order of doubling value is as follows; Ace 2 4 8 3 6 Queen Jack 9 5 10 7 then Ace again.

Double click on the face up card to place it on the foundation.   The card will be replaced with either the top card of the waste pile or the next card in the deck if there are no cards in the waste pile.

Instead of double clicking with the mouse, you can put the mouse pointer over the card to move and press the letter "D" on your keyboard.

If there are no more cards to play, click on the deck to turn up the next card.

Repeat this process until no more moves can be made.   You are allowed to go through the deck twice.

Higher points are given for ending with less than 12 cards left.

# Eagle Wing

Eagle Wing Solitaire (also known as Thirteen Down or Wing) is a difficult game to win.

Eight cards are dealt face up in one row called the wing.   Then thirteen cards are dealt and placed in the middle of the screen.   This pile is known as the trunk.

The next card is dealt as the first of the four foundation piles.   The numeric value of that card will be the starting point for all four foundation piles.

To win the game, build the four foundation piles upward from the starting card to one less than that card value in suit.

Click on the deck to go through the cards one by one.   All face up cards that are not in the foundation are available for play.   Double click on the card to move it to the foundation.

Instead of double clicking with the mouse, you can put the mouse pointer over the card to move and press the letter "D" on your keyboard.

When a card is removed from the wing, it is replaced with a card from the trunk.   The last card in the trunk will be face up and available for play.

You are allowed to go through the deck a total of 4 times, but the game is skill difficult to win. This game requires more luck than skill.

Higher points are given for ending with less than 12 cards left.

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# Betsy Ross

Betsy Ross Solitaire (also known as Four Kings) is not difficult to beat.   I have had some success in beating this game, once I learned the math.

The layout is a little strange.   The top four cards are only as reminder of the order in which you can build on the foundations.   The bottom row is the foundation cards that have been started for you.

The object is to build the foundations to kings in order of the numeric value of the card above.

As a hint to play, just add the foundation card to the card above it.   That will be the next card value that can be placed on the foundation.   Suit is not important in this game.

To start play, click on the deck to deal the cards one by one.   Drag the top card of the waste pile and drop it onto the appropriate foundation pile.

You are allowed to go through the deck a total of 3 times.   This game requires skill and luck in determining the appropriate foundation to lay down a card that can be placed on more than one foundation pile.

Higher points are given for ending with less than 7 cards left.

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# Osmosis

Osmosis Solitaire (also known as Treasure Trove) is different, but not difficult to win occasionally.   Especially in this computer variation.

I decided to allow you to go through the deck one at a time instead of three at a time, but you are allowed to go through the deck only twice.

Four rows of four cards are dealt with the last card face up.   The next card is dealt as the first of the four foundation piles.

Building on the foundations is different than most other solitaire games.   You can not place a card in the second, third or fourth foundation rows unless a card with the same value has been placed in the foundation directly above.

 For example, if a six of diamond was dealt as the first foundation card, any diamond can be added to that foundation pile.   Only a six of a different suit can be added to the second foundation pile.

Therefore the more diamonds that are placed in the first foundation pile, the more cards that can be placed in the second foundation pile, the third foundation pile, and the fourth foundation pile.

To win the game, build the four foundation piles with all of the cards from that suit.

Click on the deck to go through the cards one by one.   All face up cards that are not in the foundation are available for play.   Double click on the card to move it to the foundation.

Instead of double clicking with the mouse, you can put the mouse pointer over the card to move and press the letter "D" on your keyboard.

When a card is removed from the four rows, this next card is turned up.

BE CAREFUL.   IF YOU DOUBLE CLICK ON A CARD THAT CANNOT BE MOVED, YOU LOSE POINTS.

This game requires more luck than skill.   Higher points are given for ending with less than 8 cards left.

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# Credits

First, I would like to thank my wife Mary for helping me put this program together and testing each game.   Second, I would like to thank my wife again for putting up with all the time I spent in front of the computer writing and testing my code.

Next, I would like to thank Gerry Taylor for play testing SoLaTor Suite 1.   A lot of enhancements would not have been included if it wasn't for him.

I would also like to thank Stephen Murphy for making a great card .dll file called QCARD. These games would not have looked so good if it wasn't for him and the people who helped him.

Lastly, and most importantly (save my wife), I would like to thank all of the individuals that sent me comments on previous versions.

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# Scoring - Pyramid

Scoring for Pyramid is very difficult to keep track of.

For each single card you remove from the draw pile, you get 25 points.   You get 50 points if you remove one card from the pile with one card from the pyramid.   You get 50 points for removing a king card from the pyramid.   You get 75 points if you remove two cards from the pyramid.

When the total number of cards in the pyramid and in the piles and deck is less than 8, you get additional points.   Below is a list of the additional points you will receive:

7 cards - an additional 25 points.
6 cards - an additional 45 points.
5 cards - an additional 65 points.
4 cards - an additional 85 points.
3 cards - an additional 105 points.
2 cards - an additional 125 points.
1 card - an additional 150 points.
0 cards - an additional 175 points.

You also lose 2 points for every 2 seconds of play.

You also lose 125 point for each time you go through the deck.

**Pyramid**
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# Scoring - Double or Quits

For each card you put on the foundation, you get 30 points.

When the total number of cards on the board and in the deck is less than 13, you get additional points.   Below is a list of the additional points you will receive:

12 cards - an additional 10 points.
11 cards - an additional 20 points.
10 cards - an additional 40 points.
9 cards - an additional 50 points.
8 cards - an additional 70 points.
0-7 cards - an additional 10 points.

You also lose 6 points for every 2 seconds of play.

You also lose 125 points plus the number of cards in the deck times 2 for each time you go through the deck.

Hint - You can speed up the game by using the letter "D" on your keyboard instead of double-clicking the mouse.

**Double or Quits**
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# Scoring - Eagle Wing

For each card you put on the foundation, you get 30 points.

When the total number of cards on the board and in the deck is less than 13, you get additional points.   Below is a list of the additional points you will receive:

12 cards - an additional 10 points.
11 cards - an additional 20 points.
10 cards - an additional 40 points.
9 cards - an additional 50 points.
8 cards - an additional 70 points.
0-7 cards - an additional 10 points.

You also lose 2 points for every 2 seconds of play.

You also lose 125 points plus the number of cards in the deck times 2 for each time you go through the deck.

Hint - You can speed up the game by using the letter "D" on your keyboard instead of double-clicking the mouse.

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# Scoring - Betsy Ross

Scoring for Betsy Ross is easy.   For each card put on a foundation, you get 25 points.

When the total number of cards on the board and in the deck is less than 8, you get additional points.   Below is a list of the additional points you will receive:

7 cards - an additional 25 points.
6 cards - an additional 45 points.
5 cards - an additional 65 points.
4 cards - an additional 85 points.
3 cards - an additional 105 points.
2 cards - an additional 125 points.
1 card - an additional 150 points.
0 cards - an additional 175 points.

You also lose 2 points for every 2 seconds of play.

You will also lose 100 points each time you go through the deck.

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**Other Scoring**
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# Scoring - Osmosis

Scoring for Osmosis is simple.   For each card put on the foundation, you get 20 points.

When the total number of cards on the board and in the deck is less than 9, you get additional points.   Below is a list of the additional points you will receive:

6-8 cards - an additional 5 points.
5 cards - an additional 10 points.
4 cards - an additional 20 points.
3 cards - an additional 30 points.
2 cards - an additional 40 points.
1 card - an additional 50 points.
0 cards - an additional 60 points.

You also lose 2 points for every 2 seconds of play.

You will also lose 100 points each time you go through the deck, and you lose 5 points for clicking on a card that cannot be moved.

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# Toolbar



### Sounds On/Off
Clicking this button will turn all sounds "on" or "off"

### Change Background Color
Click this button if you want to change the Background Color for all these games.

This program will remember the color you chose the next time you play.

### Change Card Backs
Click this button if you want to change the Card Backs for these games.

This program will remember the backs you chose the next time you play.

### High Scores
Clicking this button shows you the current High Scores for that game.

### Clear High Scores
Clicking this button will prompt you if you want to erase the current High Scores for that game.

### New Deal
Click this button if you want to abort the current hand and start a new one.

### Change Game
Click this button if you want to abort the current hand and start a different game.

### HELP
Clicking this button calls up the help file Table of Contents.

### Exit
Click this button if you want to quickly exit (without any warning) from SoLaTor Suite 2.

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# Menu Items

<span style="color:red">File</span>
<span style="color:red">New Game</span>
The same as the New Deal button on the Toolbar.   It's to abort the current hand and start a new one.

<span style="color:red">Exit</span>
If you want to exit (without any warning) from SoLaTor Suite 2.

<span style="color:red">Game Options</span>
<span style="color:red">Sounds</span>
This will turn all sounds "on" or "off".   A check mark will be at the left if the sounds are on.

<span style="color:red">High Scores</span>
This shows you the current High Scores for that game.

<span style="color:red">High Scores List</span>
This will turn "on" or "off" the High Score List at the end of each hand.   A check mark will be at the left if the list is on.

<span style="color:red">Clear High Scores</span>
This will erase the current High Scores for that game (without any warning)

<span style="color:red">Card Backs</span>
This item allows you change the Card Backs for these games.

This program will remember the backs you chose the next time you play.

<span style="color:red">Background Color</span>
This item allows you change the Background Color for these games.

This program will remember the color you have chosen the next time you play.

<span style="color:red">Card Backs</span>
This item allows you change the Card Backs without opening the Card Back window.   A check mark will be next to the current back chosen.

This program will remember the backs you chose the next time you play.

<span style="color:red">Change Game</span>
This item allows you to abort the current hand and start a different game without opening the New Game window.   A check mark will be next to the current game chosen.

This program will remember the backs you chose the next time you play.

Help

How To Play

Opens up the help file Table of Contents.

About

Opens up the About window with some information on SoLaTor Suite 1.

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# Customizing Sounds

It is easy to change the sounds of this game and the other SoLaTor games.   All you need to do is find your favorite WAV sounds and rename them.

Before you rename the WAV files, it would be best to first rename the original sound files that are install with SoLaTor Suite 2.   Below is a list of those files:

DEAL.WAV          - Deal card
DRAG.WAV          - Start dragging card
DROP.WAV          - Drop card
HISOL.WAV          - Made the high score list
LOWSOL.WAV        - Didn't make the high score list
NODROP.WAV        - Sending the card back
REMCARD.WAV      - Remove card
SHUFFLE.WAV       - Shuffle card
WELCOME.WAV      - Welcome


For example, if you want a clapping hands sound that you wanted to use for making the Top Ten list called APPLAUSE.WAV, this is what you could do.

Make a copy of APPLAUSE.WAV and place it in the SoLaTor directory.   Rename the HISOL.WAV file to HISOL.ORG. Then rename APPLAUSE.WAV to HISOL.WAV.   That's it.

If there are some sounds you don't want to hear at all, like the shuffling of the card, you can just rename SHUFFLE.WAV to something like SHUFFLE.ORG and not replace it.   You will now hear all sounds but the card shuffling sound.

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# Order Form

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USA
E-Mail:   LaTorSoft@AOL.com

Name:       _____

Address: _____

             _____

             _____

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E-Mail:     _____

Where did you get the program?:

             _____

| Qty | Product | Each | Amount |
|-----|---------|------|--------|
| ____ | SoLaTor Suite 1 | $5.00 | _____ |
| ____ | SoLaTor Suite 2 | $5.00 | _____ |
| ____ | SoLaTor Casino | $5.00 | _____ |
| ____ | _____ | _____ | _____ |
|  |  | Sub Total | _____ |
|  | (If you want a disk mailed) | s&h* | _____ |
|  |  | Total | _____ |

*s&h is a flat $5.00 charge no matter how many products you order, or where it is being shipped.

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