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To pause the game, select the minimizing icon (down arrow icon) at the top right of the application window. This will display the Windows Desk Top and the *Solitaire for Windows* icon.

To restart the game, without any loss of time, select the *Solitaire for Windows* icon and Restore.

Registering *Solitaire for Windows*

If you register *Solitaire for Windows* you will receive:

- 1) Up-to-date information on new games and graphics for *Solitaire for Windows* and notification of updates as they become available.
- 2) Discount coupons offering savings on your purchase of other Interplay products.
- 3) Information of other outstanding Interplay Production programs like:
 - *Battle Chess*
 - *Omar Sharif on Bridge*

To register *Solitaire for Windows*, use the registration form enclosed with your program, or call/write:

Interplay Productions
17922 Fitch Avenue
Irvine, CA 92714
(714) 553-6678
FAX: (714) 252-2820

or call: 800/969-GAME

End

Installing and Running *Solitaire for Windows*

Solitaire for Windows is easy to **Install** on your hard disk.

- 1) Put the *Solitaire for Windows* disk in Drive A or Drive B.
- 2) From the Program Manager **File** Menu, choose **Run....**
- 3) Type **A:\INSTALL** or **B:\INSTALL** into the space provided.
- 4) Press the **OK** button.

To **Run** *Solitaire for Windows*:

- 1) From the Program Manager **Games** group.
- 2) Select the installed *Solitaire for Windows* application icon.
- 3) Press the **Enter** key.

End

Solitaire for Windows Game Rules

Select the desired game.

Beleaguered Castle

Calculation

Forty Thieves

Four Corners

Golf

Klondike

La Nivernaise

Poker Solitaire

Pyramid

Scorpion

Spider

Three Shuffles & a Draw

Scoring

There are two forms of keeping track of the score in *Solitaire for Windows*:

Traditional - designed to track number of cards to the **Foundation**.

Challenge - designed to increase the strategy, and therefore the skill needed to make consistently high scores.

The scores for each game may be viewed in one of the Score screens.

Score Screens

Championship High Scores

Additionally, two of the games have **Bonus Points** related to winning before using up the allowed number of **deals** and/or draws.

Spider

Played with two decks of cards, Spider is similar to **Scorpion**. The goal of Spider is to move all the cards to the **Foundation**.

Spider begins with 4 piles of 5 cards and 6 piles of 4 cards (total of 10 piles) dealt **face down** to the **Tableau**. To each of the 10 piles is added an **available face-up** card. The remaining 50 cards make up the **Stock**.

In Spider only complete sets of 13 cards (Ace to King, all the same **suit**) can be moved to the Foundation. The entire **run** of 13 cards must be built within the Tableau before it can be moved to the Foundation.

With one exception, only **fully exposed** cards are available for play to the Foundation. Any available card may be placed on a fully exposed card in **descending** order, regardless of suit. This means that a 9 of clubs may be placed on a 10 of spades.

The exception to the above rule lets an available run of any length be moved, as a set, and placed in descending order on a fully exposed card in another **column**. For example, the 9, 8 and 7 of diamonds can be moved together and placed on a 10 of any suit. Runs may be divided, with the "lower" section of the run being placed on an available card of any suit, as long as it's in descending order.

A face-down card becomes available when the exposed cards on it are moved to another column. When this happens, the card is turned over and becomes available for play. When a vacant column occurs, it can be filled with any available card or run.

When play is stalled by a lack of moves, a new **row** of 10 cards is dealt from the Stock across the bottom of the Tableau. New rows may not be built until vacant columns have been filled.

As 13-card runs are made, they can be moved to any empty space in the Foundation.

The game is over when there are no cards available, or when remaining moves do not improve the hand. It is won when all the cards have been moved to the Foundation.

Scoring

The player gets points for every run created, and additional points whenever a card is added to the run. Points are taken away whenever a card is subtracted from a run. In Challenge scoring, bonus points are awarded whenever a 13-card run is moved to the Foundation. The bonus points increase as 13-card runs are moved to the foundation consecutively.

Strategy

Successful play depends on exposing the **face-down** cards as soon as possible and creating empty columns to store the face cards which are played last.

It is usually desirable to move a complete **run** to the **Foundation** as soon as possible. In the **Challenge** scoring mode, higher scores will be made if complete runs are moved to the Foundation consecutively.

End

Golf

The goal of Golf is to remove all of the cards from the board. The removed cards are placed in the **Waste Pile** to the right of the **Stock**.

The **Tableau** consists of 35 cards (seven across and 5 down). Only **fully exposed** cards are **available** for play, including the top card of the Waste Pile.

Cards are moved from the Tableau to the Waste Pile in either **ascending** or **descending** order (regardless of **suit**).

Play Example

If a 4 is showing as the top card of the Waste Pile, the only possible play is a 5 or 3 from the Tableau. A 5 or 3 must be **fully exposed** on the Tableau to be played. If a 5 or 3 is not available, the next card must be dealt from the Stock on to the 4.

If a 5 has been played on the 4, the next move would be 4 or 6 from the Tableau. If the 6 is played, the next move would be either a 5 or 7 from the Tableau. When no more cards can be played from the Tableau, another card must be dealt from the Stock. Remember, only a 2 may be played on an Ace. Play ends after a King; a card must be dealt from the Stock to begin play again. Queens cannot be played on Kings (see, **Alternative Rule for Golf** for exception).

The game is over when no more cards can be played from the Tableau to the Waste Pile and there are no more cards in the Stock.

The game is won when all of the cards have been removed from the Tableau and all remaining cards in the Stock have been moved to the Waste Pile.

Strategy

Try to get the longest **runs** possible by planning ahead. Try to expose cards that have the best chance of being used as the run continues.

End

Alternative Rule for Golf

King to Queen -- A Queen may be played on a King to allow play to continue. This rule change increases the chance for a win; is not available for the **Championship Tour**.

See also:

Alternative Rules for instructions on implementing an alternative rule.

Four Corners

Named from the board layout, where the four **Foundation** piles are at the "four corners" of the 5-card **Tableau**. The goal of Four Corners is to move all of the cards to the Foundation piles.

Four Corners has a **Stock** (screen far left), Waste Pile (to the right of the Stock), Foundation (the four corners of the Tableau), and a Tableau (the 5 cards in the center of the Tableau). The Foundation card located in the upper left "corner" is the first card of the Foundation for that **suit** (like cards of the other suit will start the other three Foundation piles as they come up in play).

In Four Corners, Aces and Kings are neither high nor low, but rather part of the **sequence** that must be played to complete a Foundation pile.

Cards are turned from the Stock one at a time, and then played to:

- 1) The Foundation piles in **ascending** order by suit.
- 2) To the Tableau in an empty space or on another card in **descending** order regardless of suit.
- 3) To the **Waste Pile** if it cannot be played, or if the player chooses not to play it yet.

The exposed card from the Waste Pile is **available** for play.

Cards in the Tableau can be played to a Foundation pile, or can be moved within the Tableau in descending order, regardless of suit. For example, if a 9 of hearts and an 8 of spades is exposed in the Tableau, the 8 may be placed onto the 9.

Play Example

If 4 of clubs is in the upper left corner, then the other beginning **Foundation** cards are the 4 of diamonds, the 4 of spades, and the 4 of hearts. These cards will be played, put into an empty Foundation space, as they are exposed during play.

In the Foundation, the next card that can be played onto the 4 of clubs is the 5 of clubs, then the 6 of clubs, and so forth. The last card to be played on the clubs Foundation pile will be the 3.

The game ends when it is not possible to move additional cards to the Foundation piles, and there are no more cards in the **Stock**. A win occurs when all Foundation piles contain all 13 cards for their respective suit.

Auto Finish is available in this game.

Strategy

In Four Corners, it is important to set up the **Tableau** with cards that will be needed in the short-term, and bury in the **Waste Pile** cards that may not be needed until later in the game. Sometimes it is important to leave cards in the Waste Pile, even when there are empty spaces in the Tableau.

End

Pyramid

The goal of Pyramid is to clear all of the cards from the **Tableau**, **Stock** and **Waste Pile**.

28 cards are dealt into a pyramid-shaped Tableau. With one exception (see below) only **fully exposed** cards are **available** for play. The cards are cleared from the screen by pairing (the King stands alone) cards that total 13 points. Cards are given these point values:

- Ace	1 point
- 2	2 points
- 3	3 points
- 4	4 points
- 5	5 points
- 6	6 points
- 7	7 points
- 8	8 points
- 9	9 points
- 10	10 points
- Jack	11 points
- Queen	12 points
- King	13 points

All cards (except the King) must be removed in pairs, the Queen and Ace are removed together, as are the Jack and 2, the 10 and 3, the 9 and 4, the 8 and 5, and the 7 and 6.

Most of the time both cards must be available to make a play. However, when a card is the only one covering its pair, the two cards may be removed.

Cards in the Tableau may be paired with other Tableau cards, with cards in the Stock or in the **Waste Pile**. Cards are dealt to the Waste Pile from the Stock when there are no other plays available, or at the discretion of the player.

The game is over when there are no more cards in the Stock, and there are no more exposed pairs available. The game has been won, when all cards have been paired.

Strategy

In Pyramid it is important to plan for the cards that will be needed as the game progresses. Since the entire **Tableau** is visible, it is possible to see what cards will be needed when the top of the pyramid becomes exposed--this knowledge can make a difference in how cards are played early in the game.

End

Klondike

This is the best known of all solitaire games. The goal of Klondike is to move all of the cards to the **Foundation**, in **ascending** order by suit.

28 cards are dealt into a Tableau of 7 **columns**. The first column contains 1 card, the second 2 cards, the third 3 cards, etc. When the game begins most cards are **face down**, except for one **fully exposed** card in each column. Cards must be **available** to be played to the **Tableau** or the Foundation (see **Alternative Rules for Klondike**).

Cards are played on each other within the Tableau in **descending** order, alternating red and black (the **suit** does not matter). When a column becomes vacant, only a King may be moved into the space. The face-down cards are exposed as they become available during play.

Cards are played to the Foundation from the Tableau or the **Waste Pile** in ascending order, by suit.

During play, at the player's discretion, cards are dealt from the **Stock** to the Waste Pile in groups of 3 (see **Alternative Rules for Klondike**). Only the fully exposed card is available for play. When the Stock is exhausted the cards in the Waste Pile are returned to the Stock to be **redealt**.

The game is over when no more plays can be made to the Foundation. The game is won when all cards have been moved to the Foundation.

Auto Finish is available in this game.

Strategy

The strategy for Klondike changes dramatically, depending on whether the **Traditional** or **Challenge** scoring method is being used. With Traditional scoring, cards should be placed to the **Foundation** in a way that best assures success through even advancement among all suit. With Challenge scoring, the more cards held in the **Tableau**, to be placed consecutively to the Foundation, the higher the score. In Challenge scoring the best possible game is when all 52 cards are placed in one consecutive play to the Foundation without intervening plays between **Stock**, **Waste Pile** or Tableau.

As it is sometimes advantageous to hold back cards from placement in the Foundation, it is also sometimes important to hold back cards in the Waste Pile, even though they could be placed to the Tableau or Foundation. In fact, discretionary playing of the Waste Pile can significantly improve the chances for success.

End

Alternative Rules for Klondike

Single Card Turn -- The **Stock** is turned 1 card at a time (instead of 3 cards at a time). This change greatly increases the chances for success (almost assures a win). This rule is not available for the **Championship Tour**.

Visible Card (Parital Column) Move -- Visible cards in the **Tableau** may be played on **fully exposed** cards (according to the rules of card placement above). When this play is made, all of the cards in the **column** below the chosen card are moved along with it. This change increases the chances of success. This rule is not available in the Championship Tour.

Vegas Rules -- When Vegas Rules are implemented the method for both scoring and play changes. Scoring is handled as a gamble win/loss with the player paying \$52 for the deck and getting back \$5 for every card moved to the **foundation**. In regard to play, if 3 cards are deal from the **stock** at a time, 3 turns of the stock are allowed. If 1 card is dealt from the stock at a time (see above), then the stock can only be turned once.

See also:

Alternative Rules for instructions on implementing an alternative rule.

Scorpion

Scorpion is unusual in that it doesn't have a **Stock**, **Waste Pile**, or **Foundation**. All of the cards are dealt to the **Tableau** at the beginning of the game, except for 3 cards which make up the "*merci*". The "*merci*" can be played at any time, at the discretion of the player.

The goal is to arrange the cards in **descending** order by **suit**.

Only fully exposed cards can be played upon, by descending cards of the same suit.

Play Example

The 4 of hearts, if visible, can be played on a **fully exposed** 5 of hearts. When the 4 of hearts is moved to the 5 of hearts, all cards below it in the Tableau move too. No cards may be played on a Ace. A **face-down** card becomes **available** (is turned over) when it becomes exposed.

The game is over when no cards can be played, or when the plays that can be made do not improve the final solution. It is won when all of the cards are placed in descending order from King to Ace, by suit.

Strategy

The basic strategy is to watch carefully, to be sure that every possible move is made. In regard to the dealing of the *merci*, the best timing seems to be when there are no more moves available in the Tableau.

End

Calculation

The goal of Calculation is to move all of the cards to the **Foundation** in a prescribed numerical pattern without regard to suit.

The game begins with a **Stock** in the upper left of four Foundation locations already dealt with a 1, 2, 3, and 4. Beneath the Foundation are locations of four **Waste Pile columns**.

The Foundation is dealt with one card in each of four piles. The Foundation piles are built up by 1's in the first pile, 2's in the second pile, 3's in the third pile and 4's in the fourth pile.

The order of each Foundation pile is as follows:

<u>1's</u>	<u>2's</u>	<u>3's</u>	<u>4's</u>
Ace	2	3	4
2	4	6	8
3	6	9	Q
4	8	Q	3
5	10	2	7
6	Q	5	J
7	Ace	8	2
8	3	J	6
9	5	Ace	10
10	7	4	Ace
J	9	7	5
Q	J	10	9
K	K	K	K

The **Stock** is exposed one card at a time. If the card is not playable to one of the **Foundation** piles, it must be placed in any of the **Waste Pile** columns. Only **fully exposed** cards can be played from the Waste Pile to the Foundation, and cards may not be moved within the Waste Pile.

The game ends when the Stock is empty, and no more cards may be played to the Foundation. It is won when all of the cards have been moved to the Foundation.

Auto Finish is available in this game.

Strategy

Learn how to place cards in the Waste Pile so that the best chance possible exists for playing them to the Foundation. Become very familiar with the order of cards that is needed in each of the Foundation piles, so that earlier cards do not become hopelessly buried under cards that will not be needed until later. It is very important that cards do not become buried under Kings (the last cards to be played).

End

Forty Thieves

This is a 2-deck solitaire game in which the goal is to move all of the cards to the Foundation.

When the game begins there 10 **columns** of 4-**face-up** cards each (there are no **face-down** cards). The remaining 64 cards make up the **Stock**. The **Waste Pile** is to the right of the Stock (see **Alternative Rules for Forty Thieves**).

In the **Tableau**, **fully exposed** cards are played in **descending** order by **suit** only. **Runs** may be moved as a group when **available** (see **Alternative Rules for Forty Thieves**). When a column becomes vacant, any available card or **run** can be moved into it.

Cards are played to the Foundation from the Tableau, the Stock, or the Waste Pile in **ascending** order, by **suit**, (Ace to King). Available runs of the same suit, playable to the Foundation in ascending order, can be moved to the Foundation as a group.

During play, at the player's discretion, cards are exposed on the Stock, with the previously exposed Stock card being dealt to the Waste Pile, 1 at a time. Both the newly turned Stock card and the fully exposed Waste Pile card are available for play. The Stock is only reviewed once.

The game is over when the Stock is empty and no more plays can be made to the or Foundation. The game is won when all cards have been moved to the Foundation.

Auto Finish is available in this game.

Strategy

The strategy for Forty Thieves changes dramatically, depending on whether the **Traditional** or **Challenge** scoring method is being used. With Traditional scoring cards should be moved to the **Foundation** as needed to assure a win, while with the Challenge method of scoring, the more cards are placed consecutively to the Foundation without intervening moves the higher the score.

End

Alternative Rules for Forty Thieves

Aces Up -- (The Lucas variation) All of the Aces are placed in the **Foundation** at the start of play. This improves the chances for success. This rule is not included in the **Championship Tour**.

Allow Runs to be Moved -- Allows the movement of **runs** as a unit; any length allowed. This makes the game easier to win. This rule is included in the Championship Tour.

See also:

Alternative Rules for instructions on implementing an alternative rule.

La Nivernaise

This is a 2-deck solitaire game with an unusual **Tableau** and **Foundation**. The goal of La Nivernaise is to move all of the cards to the 8 Foundation piles.

The four cards on either side of the Foundation piles are part of the Tableau and are called the Flanks. This area is used as a holding area for cards, and is not affected by the redeals. At the bottom left of the screen is the **Stock**, and to the right is 6 **columns** of 4 **face-up** cards each, called the Line, which make up the balance of the Tableau. When the game begins, the Ace of spades is always in the upper left Flank.

During play, one Ace of each **suit** is played to the top Foundation **row**, while one King of each suit is played to the bottom Foundation row. Cards are then played to the Foundation in **ascending rank** (Ace to King) in the top row, and in **descending** rank (King to Ace) in the bottom row.

Any of the Flank cards can be played to the Foundation. Only **available** Line cards can be played to the Foundation or used to fill empty spaces in the Flanks.

An interesting additional play feature in La Nivernaise is the ability to "reverse" the cards in the Foundation. For example, if the top "club" Foundation has a 7 of clubs, and the bottom "club" Foundation has an 8 of clubs, the option exists for the player to move the lower Foundation cards to the upper Foundation and visa versa (see **Alternative Rule for La Nivernaise**).

Whenever a Line column becomes vacant, 4 more overlapping cards are dealt. And, when it is no longer possible to play to the Flanks or Foundation, 4 more face-up cards may be dealt to each column of the Line. Finally, if no cards remain to be dealt and no moves can be made, the Line cards are picked up, moved to the Stock (without **reshuffling**) and dealt to the Line again, as column of 4 cards. Two redeals are allowed.

The game is over when there are no **redeals** left and no cards can be moved to the Flanks or the **Foundation**. The game is won when all of the cards have been moved to the Foundation.

Bonus Points

Bonus points are paid (**Challenge** scoring only) when the game is won in less than the given number of redeals. The bonus points are:

- 1) No Redeals 1000 points
- 2) One Redeal 500 points

Strategy

The critical strategy here is the proper use of the Flanks. It is a gamble not to keep one space open on the Flanks at all times. Additionally, the use of the reverse can free up cards to be placed on the Foundation.

End

Alternative Rule for La Nivernaise

No Reverse -- Does not allow the reverse option. Makes the game more difficult to win; is included in the Championship Tour

See also:

Alternative Rules for instructions on implementing a alternative rule.

Poker Solitaire

The goal of Poker Solitaire is to score the highest possible points. In this game the deck is **shuffled**, and then play begins with all the cards in the **Stock** and no cards being placed in the **Tableau**.

Each card in the Stock is played to the Tableau as it becomes exposed. The exposed card can be placed in any empty position, but once it is placed it cannot be moved. The object is to make the best possible Poker hands in each of the 5 **rows** and 5 **columns**.

The scoring is based on the Poker hand and its rank in the game of Poker. This means that a Royal Flush is the best possible hand and scores highest, while a pair is the lowest possible and scores the least. Using Traditional scoring, the hands and score for each is:

Royal Flush	100
<u>Straight Flush</u>	75
<u>4 of a Kind</u>	50
<u>Full House</u>	25
<u>Flush</u>	20
<u>Straight</u>	15
<u>3 of a Kind</u>	10
<u>2 Pair</u>	5
<u>1 Pair</u>	2

For Challenge scoring, the hands and score for each is:

Royal Flush	1000
<u>Straight Flush</u>	750
<u>4 of a Kind</u>	500
<u>Full House</u>	250
<u>Flush</u>	200
<u>Straight</u>	150
<u>3 of a Kind</u>	100
<u>2 Pair</u>	50
<u>1 Pair</u>	20

Strategy

For consistently high scores, it is best to go for Flushes. While a Flush is usually harder to get than a Straight or 3 of a Kind, in Poker Solitaire a Flush is actually easier to get than those other hands.

End

Beleaguered Castle

This game has the **Foundation** in the middle and the **Tableau** as 8 **rows**, 4 to each side of the Foundation area. The goal is to move all of the cards to the Foundation.

Available cards are played on **fully exposed** cards in the Tableau in **descending** order regardless of **suit**. In addition, **runs** of the same suit, that make up the last cards of a row, may be moved as a group to be placed on a card of a different or same suit in another row, in descending order (see **Alternative Rules for Beleaguered Castle**). When a row becomes vacant, any available card or run can be moved into it.

Cards are played to the Foundation from the Tableau in **ascending** order, by suit, beginning with the Ace (see **Alternative Rules for Beleaguered Castle**).

The game is over when no more plays can be made to the Foundation. The game is won when all cards have been moved to the Foundation.

Auto Finish is available in this game.

Strategy

The strategy for Beleaguered Castle changes dramatically, depending on whether the **Traditional** or **Challenge** scoring method is being used. While with Traditional scoring it is important to play cards to the **Foundation** in a timely fashion, trying to keep the Foundation piles even, so that cards may be more easily moved around in the Tableau. With the Challenge method of scoring, the more cards held back, to be placed consecutively to the Foundation, the higher the score.

End

Alternative Rules for Beleaguered Castle

Aces Up -- All of the Aces are dealt to the **Foundation** at the start of play. Improves the chances for success; is not included in the **Championship Tour**.

Allow Runs to be Moved -- Allows the movement of **runs** as a unit; any length allowed. This makes the game easier to win. This rule is included in the Championship Tour.

See also:

Alternative Rules for instructions on implementing a alternative rule.

Three Shuffles & a Draw

The goal of Three Shuffles and a Draw is to move all the cards to the **Foundation**.

The cards are dealt into a **Tableau** with 16 stacks of 3 cards each with the Aces already moved to the Foundation. When the game begins all 52 cards are **face up**, with 16 (the **fully exposed** card of each stack) **available**.

Available cards can be played to both the Foundation in ascending order by suit, or onto fully exposed cards in the Tableau in **descending** order by suit.

During play, empty stacks are lost to play. After all possible plays have been made to the Foundation, the cards left in the Tableau are **reshuffled** and dealt out again in stacks of 3 each. The number of stacks dealt will depend on the number of cards remaining in the Tableau. Two reshuffles are permitted.

In addition, the player gets one **Draw** at any time in the game, where any buried card may be chosen to be played to the Foundation or the Tableau. The Draw provides an opportunity to make a critical card available for play.

The game is over after the final **shuffle** and the Draw has been taken, when no further moves can be made to the Foundation. The game is won when all of the cards have been played to the Foundation.

Bonus Points

In Three Shuffles and a Draw, bonus points are paid, **Challenge** scoring only, when the game is won in less than the given number of shuffle, and/or without using the Draw. The bonus points are:

- | | |
|----------------------------|-------------|
| - One Shuffle -- No Draw | 2000 points |
| - One Shuffle & a Draw | 1000 points |
| - Two Shuffle -- No Draw | 750 points |
| - Two Shuffle & a Draw | 500 points |
| - Three Shuffle -- No Draw | 250 points |

Auto Finish is available in this game.

Strategy

Try to expose cards that are unavailable at the beginning of the game as soon as possible, without blocking cards that will be needed later on. It is tempting to use the **Draw** when that will result in a good play. However, it is usually best to use the Draw when it will result in a win.

End

Glossary

<u>ASCENDING</u>	FACE-UP	RUN
AVAILABLE	FLUSH	SEQUENCE
BLOCKED	FOUNDATION	SHUFFLE
BURIED	FOUR OF A KIND	STOCK
COLUMN	FULL HOUSE	STRAIGHT
CURRENT GAME	FULLY EXPOSED	STRAIGHT FLUSH
DEAL	PAIR	SUIT
DESCENDING	RANK	TABLEAU
DISCARD	REDEAL	THREE OF A KIND
<u>DRAW</u>	ROW	TWO PAIR
FACE-DOWN	ROYAL FLUSH	WASTE PILE

End

Alternative Rules

In *Solitaire for Windows* the "rules" are enforced by the program. One or two rules in five of the games can be changed at the player's discretion.

To change a rule(s) for a specific game, first make sure that the desired game has been selected (**Select Game**), then:

- 1) Select the **Options** menu and open the **Preferences...** dialogue box.
- 2) Select **Alternative Rules** by clicking on the command button. This will open the Alternative Rules dialogue box.

NOTE: If the Alternative Rules command button is not activated, there are no alternate rules for the **current game**.

- 3) Click the check box to activate the desired change(s), and press the **OK** button.

NOTE: Changing a rule during a game, ends the game and deals a new one.

For Alternative Rules in a specific game, select the game desired:

- 1) **Beleaguered Castle**
- 2) **Forty Thieves**
- 3) **Golf**
- 4) **Klondike**
- 5) **La Nivernaise**

End

Ascending

A **sequence** of cards that goes from a lower **rank** to higher ranking card, usually starts with the Ace and ends with the King.

Available

A card or **run** which, according to the rules of the game, may be taken and put somewhere else. Usually a card is available if it stands alone or is the **fully exposed** one on the **Waste Pile**, a **column** or a **row**. A run is available if the bottom card is fully exposed.

Blocked

A game is "blocked" if no more moves can be made. When a game is blocked, it may be "lost," or it may be possible for the player to make a special move to "unblock" the game.

Bonus Points

Bonus points are given in the **Challenge** scoring mode, when playing the following games:

- 1) **La Nivernaise**
- 2) **Three Shuffles and a Draw**

Buried

A card covered by another card and, therefore, not **available** is buried.

Challenge Scoring

Method of scoring solitaire games exclusive with *Solitaire for Windows*, designed to increase the strategy needed to make high scores.

To implement Challenge Scoring, first select **Start New Game** (**Game** menu), then:

- 1) Select the **Options** menu and open the **Preferences...** dialogue box.
- 2) Select the **Challenge** option button under **Scoring**, and press **OK**.

Challenge Scoring will remain in effect until the **Traditional** option button is selected.

NOTE: Changing the setting during a game, ends the game and deals a new one.

In Challenge Scoring, points are awarded by consecutive cards played as follows:

1st card	5 points
2nd card	10 points
3rd card	15 points
4th card	20 points
5th card	etc.

Each consecutive card has its point value increased by 5 points.

There are also bonus points given for every 10 cards played consecutively:

After 10 cards	250 points
After 20 cards	500 points
After 30 cards	750 points
After 40 cards	1000 points
After 50 cards	1000 points
After 60 cards	etc.

Each additional 10 cards pays 1000 points total.

End

Championship Tour

The Championship Tour is a special tour included in *Solitaire for Windows* so players from all over can compare **high scores**.

The following conditions exist in the Championship Tour:

- 1) Solitaire games must be played consecutively.
- 2) Rules (including some **Alternative Rules**) are permanently established for each game.
- 3) **Timed Play** is activated.

NOTE: It is possible to pause a game while playing the Championship Tour.

To play the Championship Tour:

- 1) Select the **Game (Tour)** menu and open the **Select Tour...** dialogue box.
- 2) Select **Championship Tour** from the list of tours available and press **OK**.

The Championship Tour is loaded, with **Golf** ready to be played.

The following games are included in the Championship Tour, in the order shown:

- 1) **Golf**
- 2) **Pyramid**
- 3) **Calculation**
- 4) **Four Corners**
- 5) **Klondike**
- 6) **La Nivernaise**
- 7) **Three Shuffles & a Draw**
- 8) **Beleaguered Castle**
- 9) **Scorpion**
- 10) **Spider**
- 11) **Forty Thieves**
- 12) **Poker Solitaire**

End

Column

A line of over lapping cards running "down" the screen. They are spread out so all of the **face-up** cards are visible, but only the last one is **fully exposed** and, therefore, **available**.

Current Game

The game that is currently open on the playing board (screen). Under normal circumstances the game's name is displayed in the title bar next to "Solitaire for Windows." If the game is part of a Tour, its name will be displayed on the menu bar.

The name of the current tour is displayed in the title bar when a Tour is being played.

Deal

The act of moving a card from the **Stock** to the **Tableau** at the beginning of the game, and to the **Waste Pile**, **Tableau** and **Foundation** during the game.

Descending

A sequence of cards goes from a high ranking to a lower ranking; i.e., from 10 to 7 or Jack to 2..

Discard

To move a card to the **Waste Pile**.

Draw

Used In **Three Shuffles & a Draw** to make **available** a card that is **buried**.

To Draw a card:

- 1) Point the **Cursor Arrow** at the pile that contains the desired card.
- 2) Press the **Right Mouse Button**.

The pile is displayed as a **column** showing all of the cards within it.

- 3) Point the **Cursor Arrow** at the desired card.
- 4) Press the **Left Mouse Button**.

The selected card will move to the top of the pile and play continues normally, with the Draw no longer available.

To cancel the Draw option:

- 1) Point the **Cursor Arrow** to any other point on the screen.
- 2) Press the **Left Mouse Button**.

The pile returns to normal, and play can resume with the Draw still available.

End

Face-down

Card **dealt** upside down (turned over) so that its **suit** and **rank** cannot be seen.

Face-up

Cards that are visible, dealt so that their **suit** and **rank** can be seen. Face-up cards cannot be played on unless they are "available," however, under certain conditions they may be able to be played.

Flush

5 cards of the same **suit**, regardless of **rank**.

Foundation

The area of the screen where cards are placed, for the final solution of the game.

Four of a Kind

Four cards of the same **rank**.

Full House

Three of a Kind and a **Pair** in the same hand.

Fully Exposed

A card that does not have another card on top of it. A fully exposed card is **available** to be played.

Hot Keys

The following features can be used from the keyboard, without accessing a menu, by pressing the assigned "hot keys".

When playing a game:

	<u>Hot Key</u>
Start New Game	N
Restart Current Game	R
End Current Game	E
<u>Auto Finish</u>	F
Undo	U
Help Index	F1

When playing a tour:

	<u>Hot Key</u>
Restart Current Tour	R
Start Next Game	N
End Current Tour	E
Auto Finish	F
Undo	U
Help Index	F1

End

Pair

Two cards, usually of the same **rank**. In Pyramid, two cards totaling 13 points.

Rank

Denotes the value of a card, how it relates to others. A card may be of the same rank, of a higher rank, or of a lower rank than the other cards in the **column**, **row**, etc. When cards are placed according to rank, they are placed in **sequence**.

Redeal

To move a group of cards from the **Waste Pile** or the **Tableau**, to the **Stock** so that they can be **dealt** (played) again.

Row

Cards lined up horizontally.

Royal Flush

A run from 10 to Ace (10, J, Q, K Ace).

Run

A **sequence** of 2 or more cards of the same **suit**.

Sequence

A group of 2 or more cards that are placed in numerical order.

Shuffle

To "shuffle" means to mix up the cards so that they are arranged in as random an order as possible. All games begin with the deck in random order (shuffled). When this action takes place more than once during a game, it is called "reshuffling" the cards.

Stock

This is the remainder of the deck, after the **Tableau** has been dealt. The Stock is used to provide additional cards necessary to continue playing the game; usually by being exposed 1 or 3 cards at a time.

Straight

A **sequence** of 5 cards by **rank**, regardless of **suit**.

Straight Flush

A **run** of any five cards all of the same **suit**.

Suit

Cards can be of one of the following suits: Hearts, Diamonds, Spades, and Clubs as designated by color and identifying symbol on each card.

Tableau

This is the initial "lay out" of cards on the screen where the action takes place. Cards are usually placed in the Tableau from the **Stock** (sometimes from the **Waste Pile**) and then moved to the **Foundation** for the final solution.

Three of a Kind

3 cards of the same **rank**.

Timed Play

Solitaire for Windows can be played "against the clock." This is called Timed Play.

The player is given a set amount of time to complete the game. Whenever a move is made to the **Foundation**, additional time is added to the clock. When "time is up" the game is over.

A Timed Play game can be paused (the clock stopped) by "minimizing" *Solitaire for Windows*. You can Minimize the program by:

1. Clicking the Windows' **Minimize** (down arrow) icon at the upper right of the screen.
2. Opening the Application dialog box (top left corner of screen) and selecting the **Minimize** option.

When you "Restore" the program from the minimized icon, the game will begin from where it was paused; no time will have been lost from the clock.

Each game starts with a specific amount of time on the clock:

<u>Game</u>	<u>Time</u>	<u>Additional. Time</u>
Beleaguered Castle	300 sec.	5 sec/card
Calculation	40 sec.	5 sec/card
Forty Thieves	200 sec.	5 sec/card
Four Corners	150 sec.	5 sec/card
Golf	20 sec.	1 sec/card
Klondike	150 sec.	5 sec/card
La Nivernaise	150 sec.	5 sec/card
Poker Solitaire	150 sec.	none
Pyramid	40 sec.	1 sec/card
Scorpion	300 sec.	none
Spider	600 sec.	none
Three Shuffles...	150 sec.	5 sec/card

To activate the Timed Play mode:

- 1) Select the **Options** menu and open the **Preferences...** dialogue window.
- 2) Click the **Timed Play** check box to activate the option, and press **OK**.

The Timed Play option will remain activated until it is deactivated.

NOTE: Changing the setting during a game, ends the game.

Timed Play is automatically activated when playing the **Championship Tour**.

End

Traditional Scoring

The method of scoring where one point is awarded for each card played to the **Foundation**, or other end pile. No bonuses are paid when the Traditional scoring mode is being used.

To implement Traditional scoring, first select **Start New Game (Game menu)**, then:

- 1) Select the **Options** menu and open the **Preferences...** dialogue box.
- 2) Select the **Traditional** option button under **Scoring**, and press **OK**.

Traditional scoring will remain in effect until **Challenge** scoring is selected.

NOTE: Changing the setting during a game, ends the game and deals a new one.

End

Two Pair

Two sets of two cards, where each set is of the same **rank**.

Waste Pile

This stack, or pile, of cards is usually made up of the unused cards as they are played from the **Stock**. **Fully exposed** cards on the Waste Pile are usually **available** for play. In some games the Waste Pile is **reshuffled** and **dealt** in continuing play.

High Score Screens

High Score screens are available for all of the games and tours in *Solitaire for Windows*. The screen will display when the game, tour, or tournament is **current**.

To display the screen:

- 1) From the **Options** menu, choose the **Show Scores...** command.

The High Score screen for the current game will open.

Championship High Scores

The high score screen for the **Championship Tour** is accessible at any time.

To display this screen:

- 1) From the **Options** menu, select the **Championship High Scores...** command.

The High Score screen for the **Championship Tour** will open.

The scores listed on this screen are the best scores attained by the developers and testers of *Solitaire for Windows*. These scores can be erased by pressing the **Clear** button.

Golf Tour

This is a very different tour, especially in the way that it scores. It has been designed to "play" and score like a golf game. Golf Tour consists of 9 consecutive games of **Golf** solitaire, and is scored in the tradition of a real golf game (i.e., the lower the score the better).

Each game starts with 51 points (one card is in the **Waste Pile**.) a point is subtracted for every card moved to the Waste Pile. A perfect game is scored 0 points. However, par is considered to be 7 points for each game, 63 points for the tour.

To play the Golf Tour:

- 1) Select the **Game (Tour)** menu and open the **Select Tour...** dialogue box.
- 2) Select **Golf Tour** from the list of tours available and press **OK**.

The Golf Tour is loaded, ready to be played.

End

Grand Tour

This tour is similar to the ChampionshipTour

To play the Grand Tour:

- 1) Select the **G**ame (**T**our) menu and open the **Select Tour...** dialogue box.
- 2) Select **Grand Tour** from the list of tours available and press **OK**.

The Grand Tour is loaded, ready to be played.

End

Auto Finish

This option, found under the **Game (Tour)** menu, places all "**available**" cards into the **Foundation** automatically, and then ends the game.

This feature is very convenient when the **Tableau** has been set up so a large number of cards will go to the Foundation consecutively. The necessity of moving the cards to the Foundation one at a time, is eliminated.

To implement this feature:

- 1) From the **Game (Tour)** menu, select the **Auto Finish** command.

Warning! Selecting this command ends the game!

End

Card Drag, Alternatives

Solitaire for Windows has three options for moving cards around on the board:

- Card** Holding down on the left mouse button, and moving the mouse, "drags" the entire card.
- Outline** Holding down on the left mouse button, and moving the mouse, moves an outline of the card.
- Off** Select the card to be moved, press the left mouse button (the card becomes highlighted), point at the desired new location, press the left mouse button again.

NOTE: Changing the setting during a game, ends the game and deals a new one.

To change the current setting:

- 1) From the **O**ptions menu, select **P**references.... This opens the Preferences dialogue box.
- 2) Select the desired setting by clicking the appropriate option button.

The setting chosen will remain activated until another setting is selected.

End

Selecting a Deck and Board

Solitaire for Windows comes with 12 different card decks and 10 custom boards (not including a "solid color" preference with a method of choosing almost any color desired).

To access the **Select Deck** and **Select Board** options:

- 1) Open the **Options** menu and choose either the **Select Deck** or **Select Board** command. A listing of the available decks (or boards) is shown.
- 2) Select the desired **Deck** or **Board**. When a specific deck or board is selected, an image of it shows in the the dialogue box.
- 3) Press **OK**. The selected deck or board is loaded with the game ready to be continued, or begun.

New decks or boards may be selected at any time, including during the playing of a game without restarting the game. Once a deck or board has been selected it will remain until a new one is chosen.

End

Duplicate Play

Duplicate Play is a feature that lets you compete with a friend to see who can play a specific game or tour best.

The advantage of Duplicate Play is that everytime the game is started over (**Start New Game**) the same **Tableau** is **dealt**. In other words, the **shuffle** is the same each time the game is dealt. (If you are familiar with "duplicate bridge," Duplicate Play uses the same basic principle).

In addition, each Duplicate game or tour has its own **Score** board, so that the scores of individuals can be easily tracked.

To activate Duplicate Play:

- 1) From the **Options** menu, select **Preferences....** This opens the Preferences dialogue box.
- 2) Click the **Duplicate Play** check box to activate the option, and press **OK**.

The Duplicate Play option will remain activated until it is deactivated.

End

Selecting a Game

From the **Game** menu, you can either **Start a New Game** or **Select Game**, depending on whether you want to continue playing the current game, or begin playing an entirely different game.

Start a New Game Shuffles the deck and deals a new hand, but does not change to a different type of game.

Select Game Brings up the **Select Game** window. From the list provided, choose the game desired, and press **OK**.

It is also possible to **Restart Current Game** or **End Current Game** from the **Game** menu.

From the **Tour** menu, you can choose the **Select Game** option to exit the **Tour** menu, return to the **Game** menu, and select a game to play.

End

Saving & Opening

Games, Tours and Duplicate Games & Tours may be saved for replaying at a later time or date. In addition, Saved files may be shared with friends who also own *Solitaire for Windows*.

The **current game**, tour or tournament will be the one saved when this option is accessed.

To access the **Saved As...** option to save a specific game, tour or tournament:

- 1) Open the **F**ile menu and choose the **Saved As...** command. The **Save Game** dialogue box opens.
- 2) Enter a name for the game.

NOTE: The name entered cannot contain more than eight (8) alpha-numeric characters. This is the MS-DOS standard for file names.

- 3) Press **OK**. The game, tour, or tournament is now saved under the entered name.

To **Open** a Saved Game:

- 1) Open the **F**ile menu and choose the **Open Saved Game...** command. The **Open a Saved Game...** dialogue box opens.
- 2) **Click On** or **Enter** the name for the desired game.
- 3) Press **OK**.

The game, tour, or tournament is loaded, ready to play.

End

Selecting a Tour

By accessing the **Game** menu, you can **Select Tour** to choose an existing tour and access the **Tour** menu. From the **Tour** menu you can:

Start a New Tour **Shuffles** the deck and **deals** the first game of the new tour, but does not change to a different tour.

Select Tour Brings up the **Select Tour** window.

From the list provided you can select a different tour or create a **Custom Tour**.

It is also possible to **Restart Current Tour**, **Start Next Game**, or **End Current Tour** from the **Tour** menu.

From the **Tour** menu, you can choose the **Select Game** option to exit the **Tour** menu, return to the **Game** menu, and select a game to play.

End

Custom Tour

This feature makes it possible for you to create a Custom Tour, suited to your personal likes and dislikes. In other words, if you enjoy playing **Grand Tour**, but don't like one of the games, you can make a tour here that plays only the games you like.

To create a Custom Tour:

- 1) Select the **Tour (Game)** menu and open the **Select Tour...** dialogue box.
- 2) Select **Custom Tour** from the Tour Selection box on the left. This will bring up the **Custom Tour** dialogue box.

The available games are listed in the **Games Selection** box on the left. The **Create Tour** box on the right is either empty or has a listing of the games for the **current** Custom Tour.

- 3) Select (if any) games to be deleted from the **Create Tour** box, and press the **Delete From Tour** command button.
- 4) Select the games desired from the **Games Selection** box, and press the **Add To Tour** command button.

When the Custom Tour is finished,

- 5) Press **OK**. The **Custom Tour** will be loaded, ready to be played.

Any number of games between 2 and 12 can make up a Custom Tour. Specific games may be used as often as desired (you could have a Tour that included 12 games of **Klondike**).

Any **Alternative Rules** in effect at the time the tour is played will be enforced during the playing of the Tour. It is not possible to have different versions of the same game in the same tour.

See Also:

Saving & Opening, for instructions on how to save and open Custom Tours.

End