Super Marble Solitaire™ Help Index

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Play well with game strategy tips.
Design your own game.

Commands

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Definition of Shareware
ASP Ombudsman Policy

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Rules

The rules of the game are simple:

- The game is played on a board containing a number of holes.
- Each hole can be empty or hold one marble.
- A legal move consists of one marble jumping over another.
- The jumped marble is removed from the board.

The object of the game (in the scope of this version of Super Marble Solitaire) is to eliminate all but one marble with the remaining marble being located in the goal. If the game includes a marked marble, the last remaining marble must be the marked marble.

Goal
The goal is a hole that is uniquely marked on the board.

Marked Marble
A marble that is a different color than all the other marbles on the board.

Game menu commands

The Game menu offers the following commands:

New Game	Starts a new game.
Design Game	Design your own game.
Exit	Exits Super Marble Solitaire.

View menu commands

The View menu offers the following commands:

Toolbar	Shows or hides the toolbar.
Status Bar	Shows or hides the status bar.
Colors	Changes colors.

Move menu commands

The Move menu offers the following commands:

Take back	Takes back your last move.

Help menu commands

The Help menu offers the following commands:

Help Topics	Displays the index of help topics.
Game Strategy	View game strategy tips.
Using Help	Help on how to use help.
About Super Marble Solitaire…	Displays copyright and version information.

Take back command (Move menu)

Use this command to take back the previous move. You can take back (undo) your moves all the way back to the beginning of the game.

Shortcuts

Click with the left mouse button on any of the discarded marbles in the discarded marble tray.

Toolbar:

New Game command (Game menu)

Use this command to start a new game in Super Marble Solitaire. Select the type of new game you want to play in the Select Game dialog.

Shortcuts

Toolbar:
Keys: F2

Design Game command (Game Menu)

Use this command to remove or create your own games. The Design Game dialog will appear after selecting this command.

Shortcuts

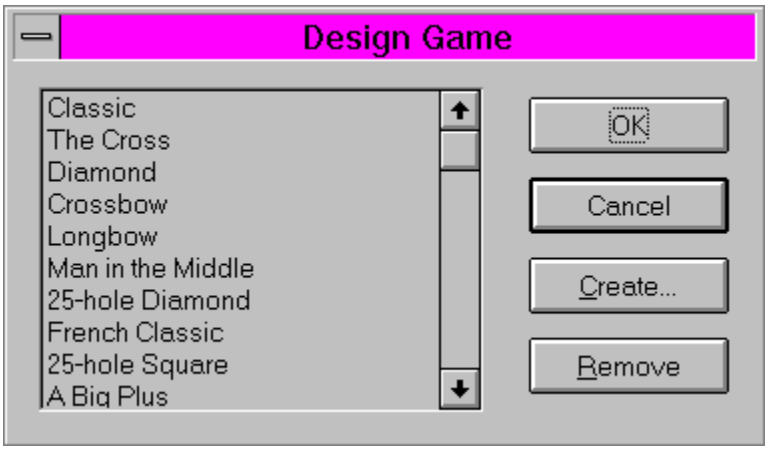
Toolbar:

Colors command (View Menu)

Use this command to change the color of the marbles and/or board.

Shortcuts

Toolbar:



To remove a game, click on the game to be removed from the list and then click on the Remove button.

To create your own game, press the Create button. The Game Designer window will appear.

Pressing the Cancel button will remove all the changes made to the list.

Pressing the OK button will accept all the changes. The file **sltrtemp.gtp** (solitaire game template file) is created. This file contains all the games in the updated list as shown in the dialog box. This file is in binary format, therefore it cannot be edited with a text editor (such as notepad). If you design some cool games that you want to share, you can distribute this file to your friends.

If you want to start over with the original set of games, all you have to do is delete, or rename, the **sltrtemp.gtp** file.

Exit command (Game menu)

Use this command to end your Super Marble Solitaire session. You can also use the Close command on the application Control menu.

Shortcuts

Mouse: Double-click the application's Control menu button.

Keys: ALT+F4

Toolbar command (View menu)

Use this command to display and hide the Toolbar, which includes buttons for some of the most common commands in Super Marble Solitaire, such as New Game. A check mark appears next to the menu item when the Toolbar is displayed.

See Toolbar for help on using the toolbar.

Toolbar

The toolbar is displayed across the top of the application window, below the menu bar. The toolbar provides quick mouse access to many tools used in Super Marble Solitaire,

To hide or display the Toolbar, choose Toolbar from the View menu (ALT, V, T).

Click	To
	Start a new game.
	Design your own game. Super Marble Solitaire will display the Design Game dialog after selecting this command.
	Take back move.
	Select colors for marbles and board.
	Display version and copyright information.
	Context help.

Status Bar command (View menu)

Use this command to display and hide the Status Bar, which describes the action to be executed by the selected menu item or depressed toolbar button, and displays the number of marbles left on the board. A check mark appears next to the menu item when the Status Bar is displayed.

See Status Bar for help on using the status bar.

Status Bar

The status bar is displayed at the bottom of the Super Marble Solitaire window. To display or hide the status bar, use the Status Bar command in the View menu.

The left area of the status bar describes actions of menu items as you use the arrow keys to navigate through menus. This area similarly shows messages that describe the actions of toolbar buttons as you depress them, before releasing them. If after viewing the description of the toolbar button command you wish not to execute the command, then release the mouse button while the pointer is off the toolbar button.

The right area of the status bar indicates the number of marbles remaining on the board.

Help Topics command (Help menu)

Use this command to display the opening screen of Help. From the opening screen, you can jump to step-by-step instructions for using Super Marble Solitaire and various types of reference information.

Once you open Help, you can click the Contents button whenever you want to return to the opening screen.

Using Help command (Help menu)

Use this command for instructions about using Help.

About command (Help menu)

Use this command to display the copyright notice and version number of your copy of Super Marble Solitaire.

Shortcuts

Toolbar:

Context Help command

Use the Context Help command to obtain help on some portion of Super Marble Solitaire. When you choose the Toolbar's Context Help button, the mouse pointer will change to an arrow and question mark. Then click somewhere in the Super Marble Solitaire window, such as another Toolbar button. The Help topic will be shown for the item you clicked.

Shortcut

Keys: SHIFT+F1

Toolbar:

Move command (Control menu)

Use this command to display a four-headed arrow so you can move the active window or dialog box with the arrow keys.

Note: This command is unavailable if you maximize the window.

Shortcut

Keys: CTRL+F7

Minimize command (application Control menu)

Use this command to reduce the Super Marble Solitaire window to an icon.

Shortcut

Mouse: Click the minimize icon on the title bar.
Keys: ALT+F9

Close command (Control menus)

Use this command to close the active window or dialog box.

Double-clicking a Control-menu box is the same as choosing the Close command.

Restore command (Control menu)

Use this command to return the active window to its size and position before you chose the Maximize or Minimize command.

Switch to command (application Control menu)

Use this command to display a list of all open applications. Use this "Task List" to switch to or close an application on the list.

Shortcut

Keys: CTRL+ESC

Dialog Box Options

When you choose the Switch To command, you will be presented with a dialog box with the following options:

Task List

Select the application you want to switch to or close.

Switch To

Makes the selected application active.

End Task

Closes the selected application.

Cancel

Closes the Task List box.

Cascade

Arranges open applications so they overlap and you can see each title bar. This option does not affect applications reduced to icons.

Tile

Arranges open applications into windows that do not overlap. This option does not affect applications reduced to icons.

Arrange Icons

Arranges the icons of all minimized applications across the bottom of the screen.

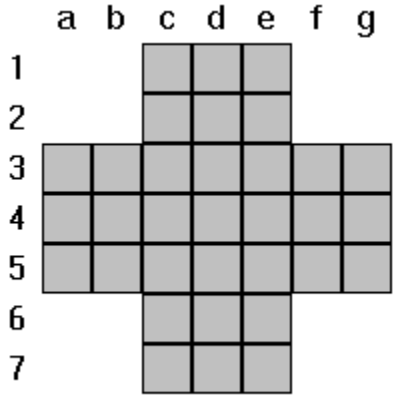
No Help Available

No help is available for this area of the window.

No Help Available

No help is available for this message box.

Game Strategy Tips



The convention used for demonstration purposes is to letter the columns from left to right as 'a' through 'g'. The rows are numbered from top to bottom as '1' through '7'. Therefore the center position in the diagram to the right is 'position d4'.

Strategy topics:

- The four marble classes
- Move patterns

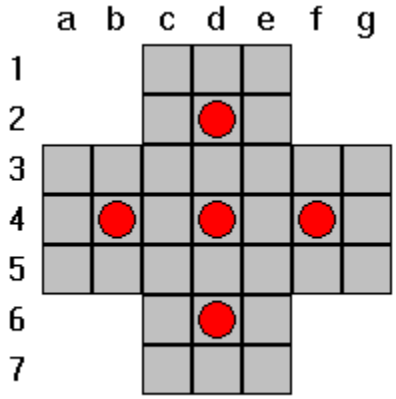
Solutions using move patterns

- Classic game
- The Square

The four marble classes

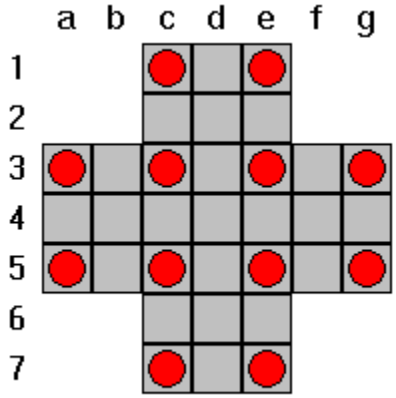
The marbles can be divided into four classes according to their position on the board. No matter where a marble is moved during play, it always remains in the same class as where it started.

The middle marbles



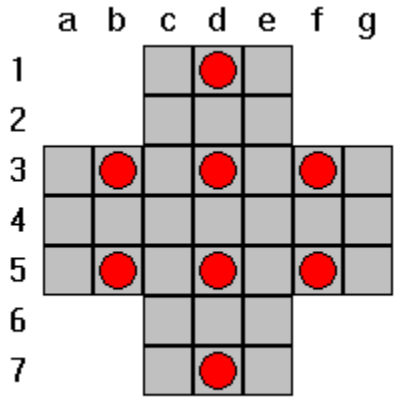
The positions shown on the left are the only positions where the middle marbles can go (in the Classic game). Note also that in the Classic game, you start out with only 4 middle marbles. The objective of the Classic game is to end with only 1 marble (a middle marble) in the center position. Therefore, if you have jumped over and removed all the middle marbles before the end of the game, it is impossible to win. The middle marbles are then only ones that can move to the center position.

The corner marbles



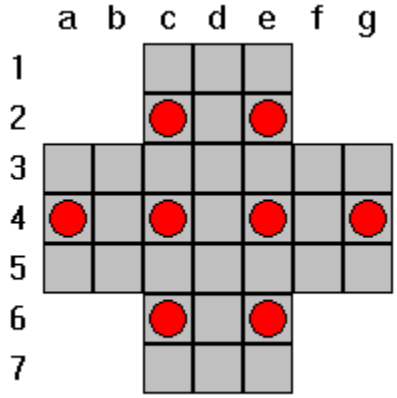
The positions shown on the left are the corner positions. Only corner marbles can move to these positions. In the Classic game, you start out with 12 corner marbles.

The "S" edge marbles



The "S" marbles are important for clearing corner marbles from the side corners.

The "T" edge marbles



The "T" marbles are important for clearing corner marbles from the top and bottom corners.

Move patterns

Block Moves

- L-move
- 4-move
- anvil
- 4-3
- flat 10
- i-move
- pointed 10
- 7-plus-1
- tally

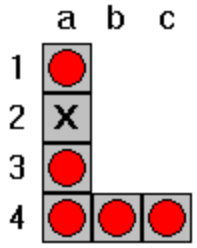
Block Removals

- 2-removal
- 3-removal
- L-removal
- 6-removal
- 9-removal
- double-2
- double-3
- double-Y
- 11-removal
- shifted 6
- straight 6
- 2-5
- Y-removal
- chain-removal

A block move is a defined series of moves that effectively replace a given set of marbles with a single marble in a specified position. All other marbles are left unchanged.

A block removal is a defined series of moves that effectively remove a given set of marbles from the board, while leaving the rest in their original position.

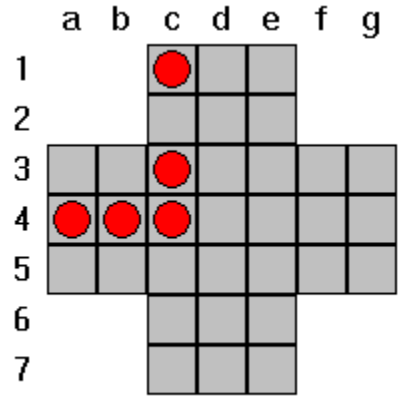
L-move



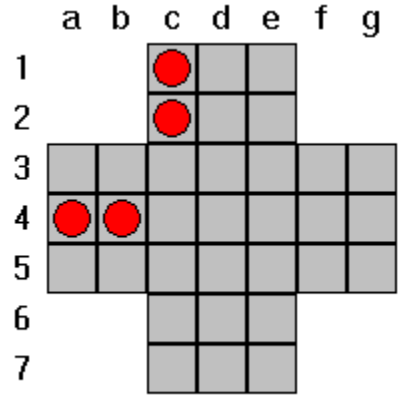
To the left is a diagram of the move. The X is currently empty, but will contain a marble after the move is complete. The red circles are the marbles that will be removed.

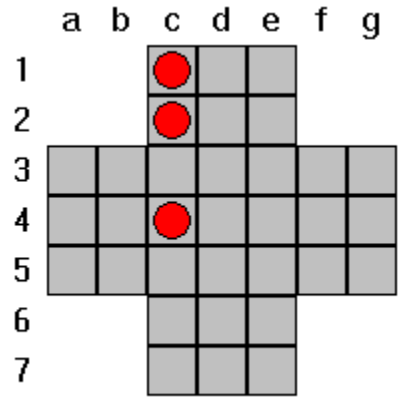
Example

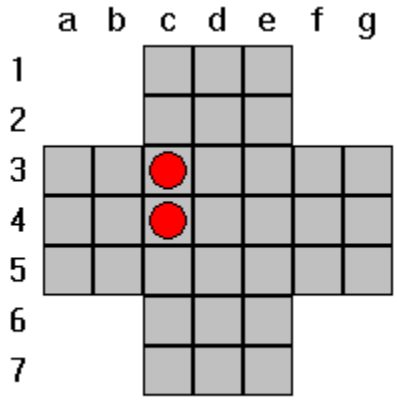
L-move Example

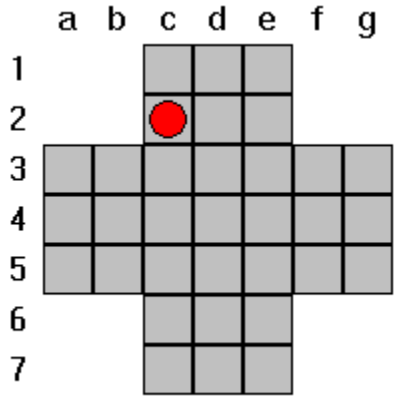


Starting position



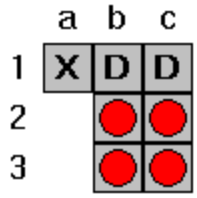






Final position

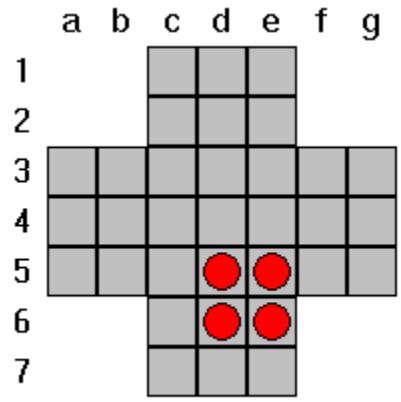
4-move



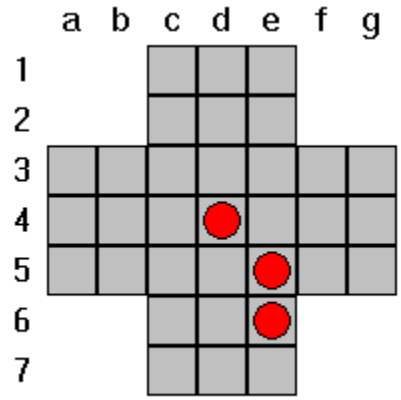
To the left is a diagram of the move. The D stands for "Don't Care". The X is currently empty, but will contain a marble after the move is complete. The red circles are the marbles that will be removed.

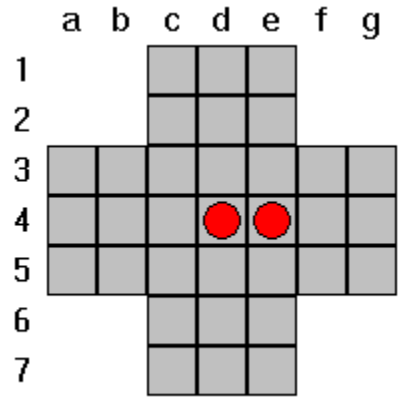
Example

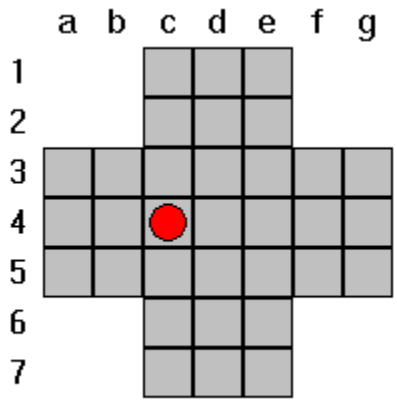
4-move Example



Starting position

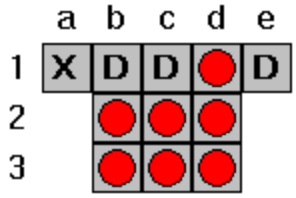






Final position

4-3-move

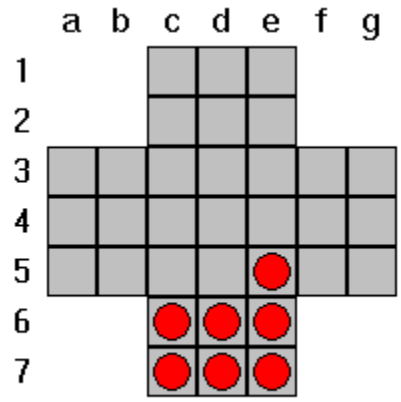


To the left is a diagram of the 4-3-move. The D stands for "Don't Care". The X is currently empty, but will contain a marble after the move is complete. The red circles are the marbles that will be removed.

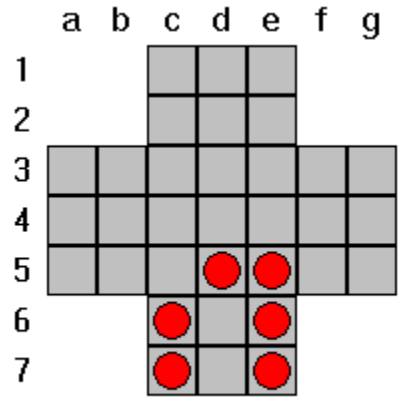
Example 1

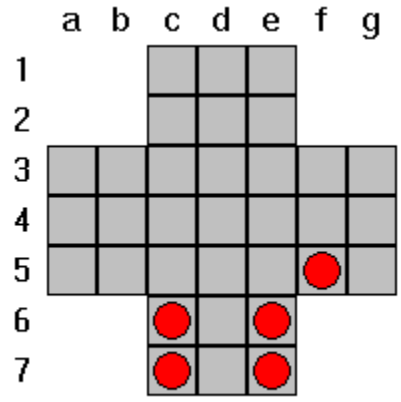
Example 2

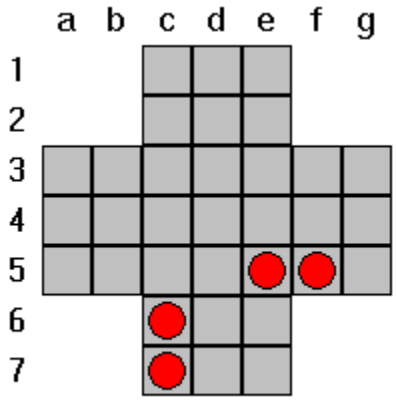
4-3-move Example 1



Starting position



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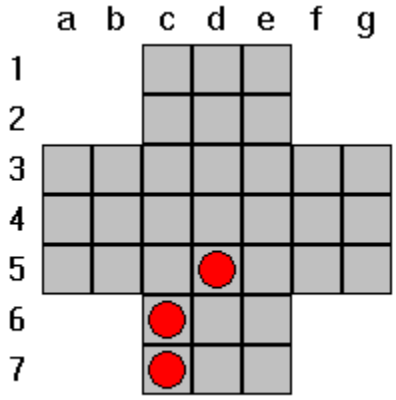
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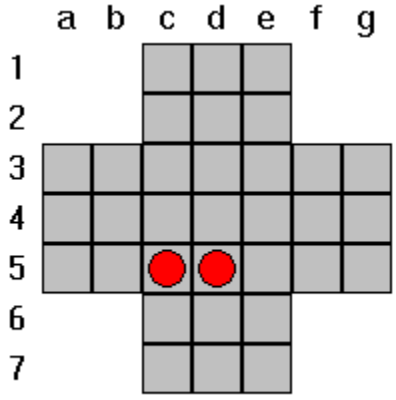
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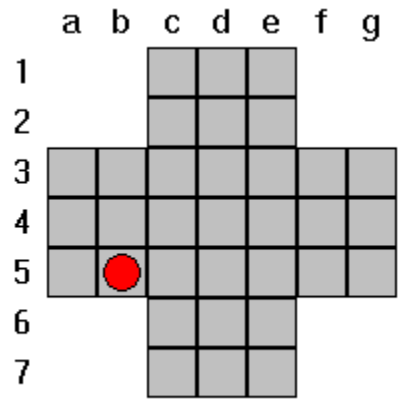
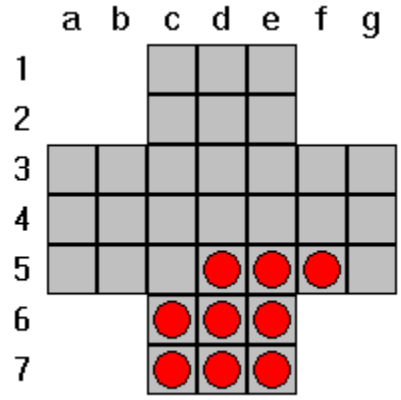
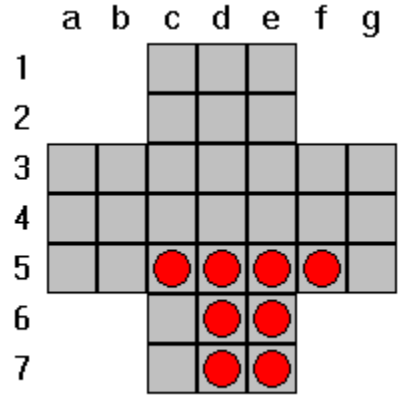


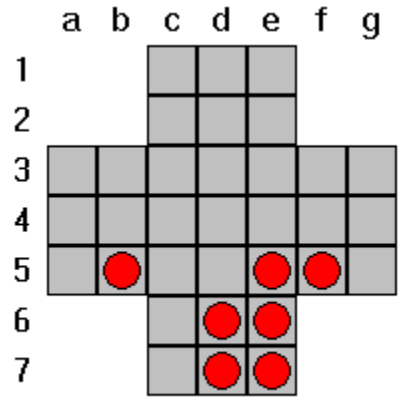
Final position

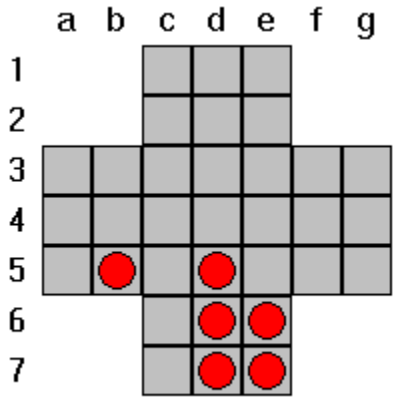
4-3-move Example 2



Starting position



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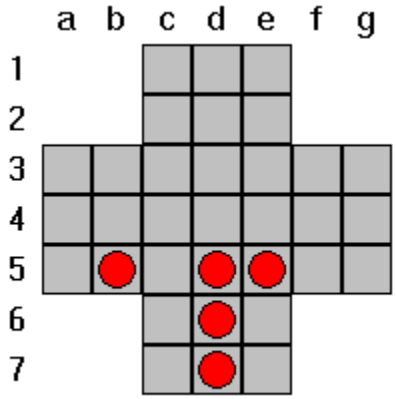
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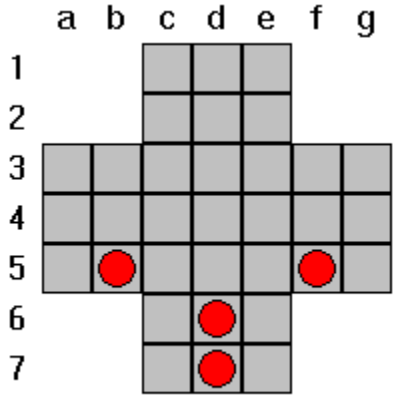
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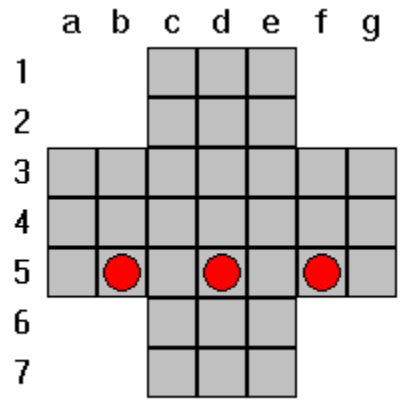
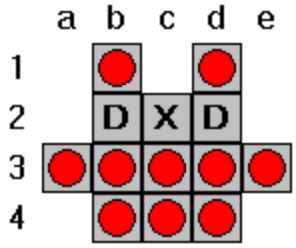


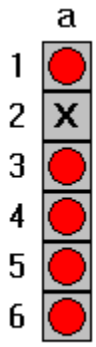
Final position

Flat-10-move



To the left is a diagram of the flat-10-move. The D stands for "Don't Care". The X is currently empty, but will contain a marble after the move is complete. The red circles are the marbles that will be removed.

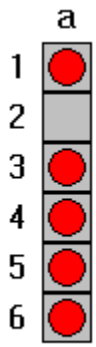
I-move



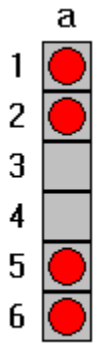
To the left is a diagram of the i-move. The X is currently empty, but will contain a marble after the move is complete. The red circles are the marbles that will be removed.

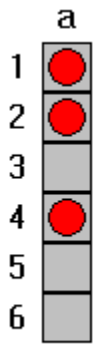
Example

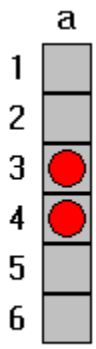
I-move Example

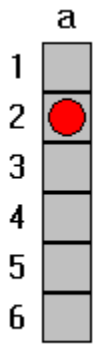


Starting position



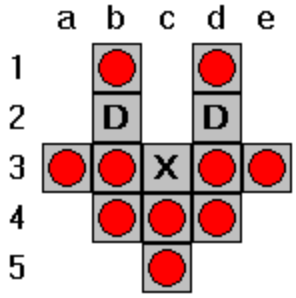






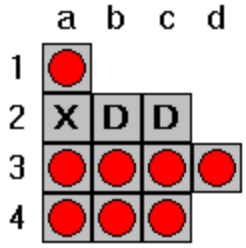
Final position

Pointed-10-move



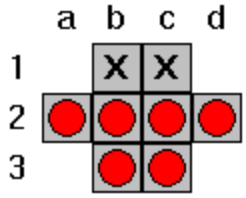
To the left is a diagram of the pointed-10-move. The D stands for "Don't Care". The X is currently empty, but will contain a marble after the move is complete. The red circles are the marbles that will be removed.

7-Plus-1-move



To the left is a diagram of the 7-plus-1-move. The D stands for "Don't Care". The X is currently empty, but will contain a marble after the move is complete. The red circles are the marbles that will be removed.

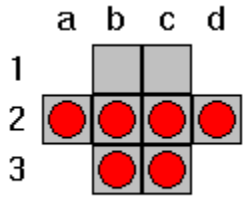
Tally-move



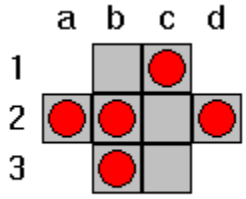
To the left is a diagram of the tally-move. The D stands for "Don't Care". The X is currently empty, but will contain a marble after the move is complete. The red circles are the marbles that will be removed.

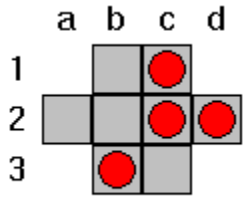
Example

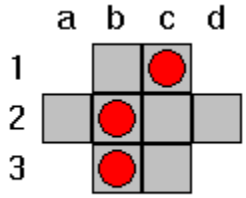
Tally-move Example

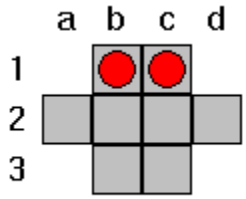


Starting position



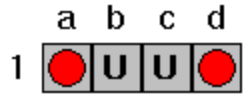






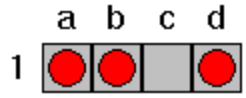
Final position

2-removal

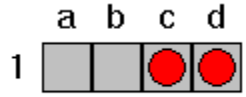


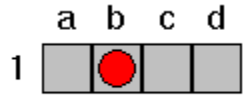
To the left is a diagram of this removal. The U's are an unlike pair. The red circles are the marbles that will be removed.

Example



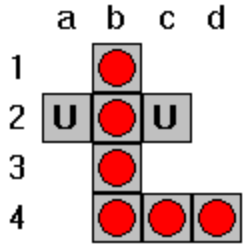
Starting position





Final position

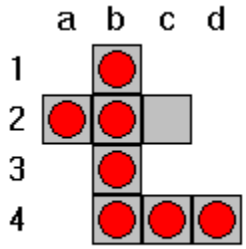
L-removal



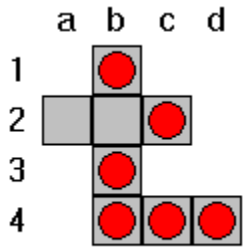
To the left is a diagram of this removal. The U's are an unlike pair. The red circles are the marbles that will be removed.

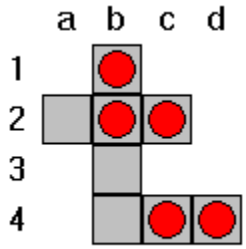
Example

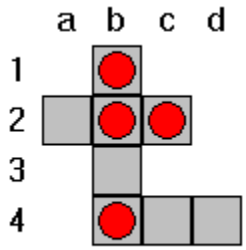
L-removal Example

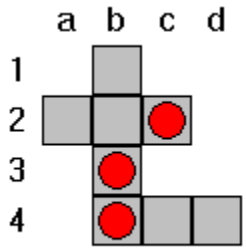


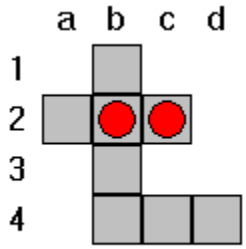
Starting position

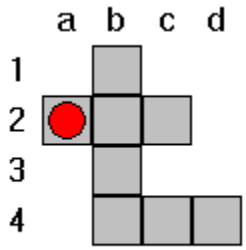






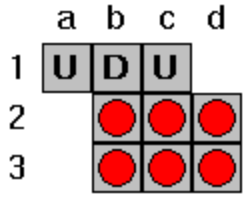


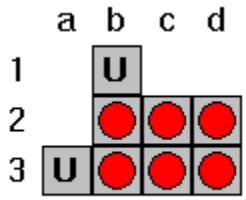


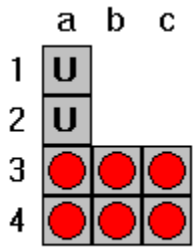


Final position

6-removal



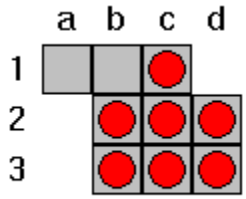




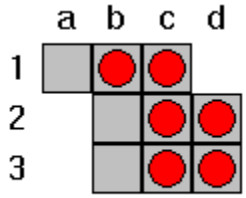
Above are diagrams of this removal. The D stands for "Don't Care". The U's are an unlike pair. The red circles are the marbles that will be removed.

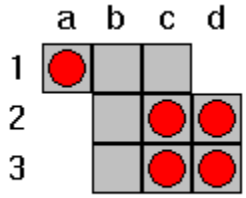
Example

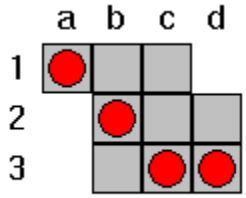
6-removal Example

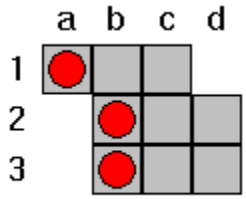


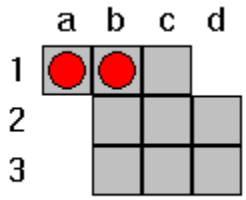
Starting position

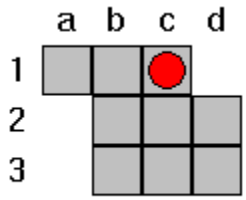






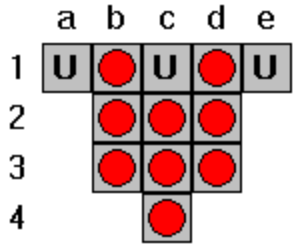






Final position

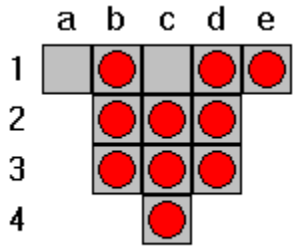
9-removal



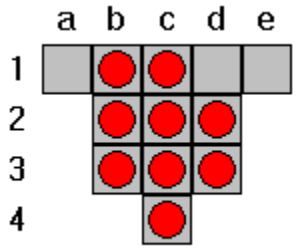
To the left is a diagram of this removal. The U's are an unlike trio. The red circles are the marbles that will be removed.

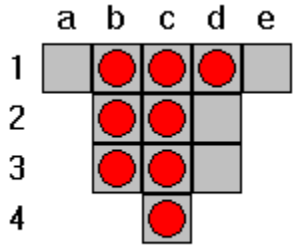
Example

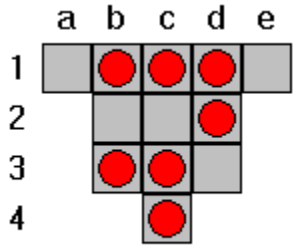
9-removal Example

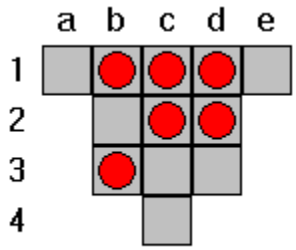


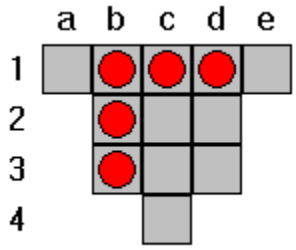
Starting position

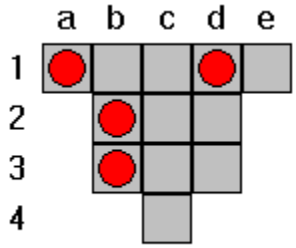


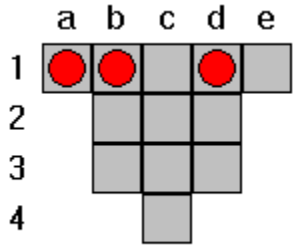


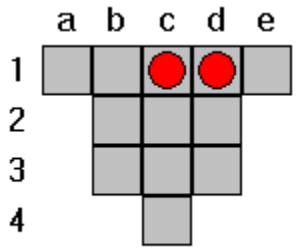


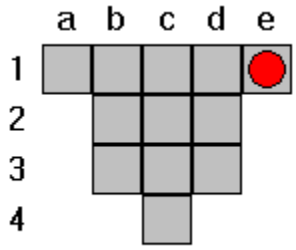

a b c d e
1
2
3
4


a b c d e
1
2
3
4


a b c d e
1
2
3
4

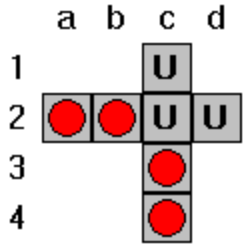

a b c d e
1
2
3
4





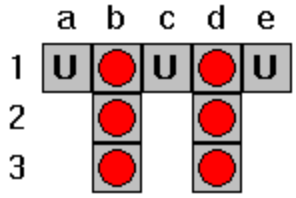
Final position

Double-2-removal



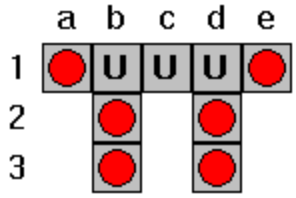
To the left is a diagram of this removal. The U's are an unlike trio. The red circles are the marbles that will be removed.

Double-3-removal



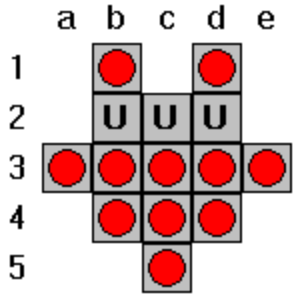
To the left is a diagram of this removal. The U's are an unlike trio. The red circles are the marbles that will be removed.

Double-Y-removal



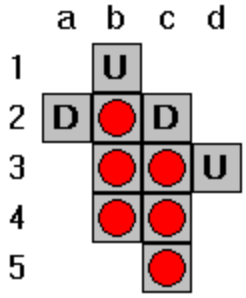
To the left is a diagram of this removal. The U's are an unlike trio. The red circles are the marbles that will be removed.

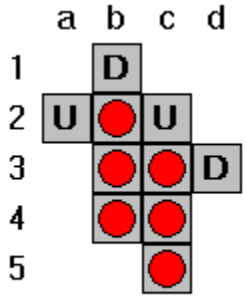
11-removal



To the left is a diagram of this removal. The U's are an unlike trio. The red circles are the marbles that will be removed.

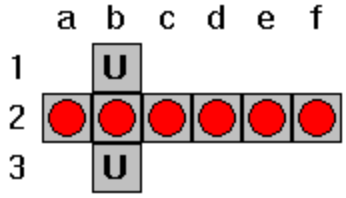
Shifted-6-removal





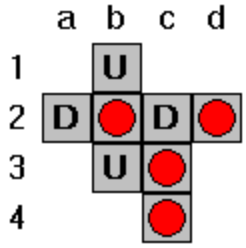
Above are diagrams of this removal. The D stands for "Don't Care". The U's are an unlike pair. The red circles are the marbles that will be removed.

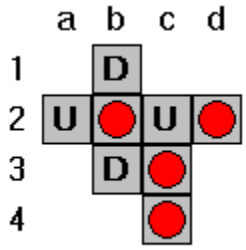
Straight-6-removal



To the left is a diagram of this removal. The U's are an unlike pair. The red circles are the marbles that will be removed.

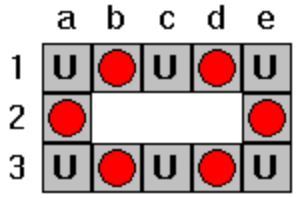
Y-removal





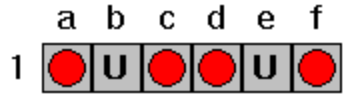
Above are diagrams of this removal. The D stands for "Don't Care". The U's are an unlike pair. The red circles are the marbles that will be removed.

Chain-removal



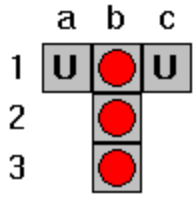
To the left is a diagram of this removal. The U's are an unlike sextet. The red circles are the marbles that will be removed.

2-5-removal



To the left is a diagram of this removal. The U's are an unlike pair. The red circles are the marbles that will be removed.

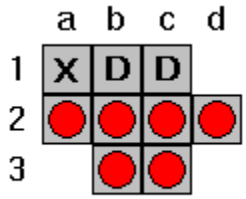
3-removal



To the left is a diagram of this removal. The U's are an unlike pair. The red circles are the marbles that will be removed.

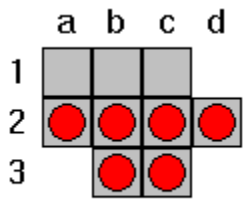
The first move in the Classic Game Solution example is a 3-removal.

Anvil

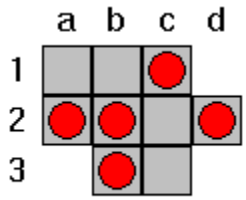


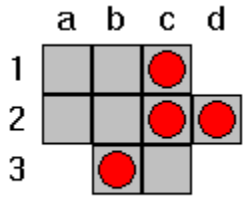
To the left is a diagram of the anvil move. The D stands for "Don't Care". The X is currently empty, but will contain a marble after the move is complete. The red circles are the marbles that will be removed.

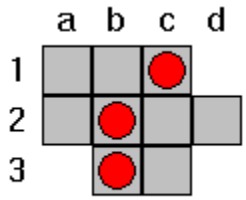
Example 1
Example 2

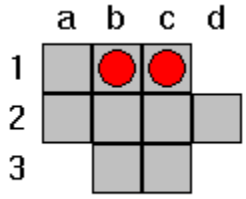


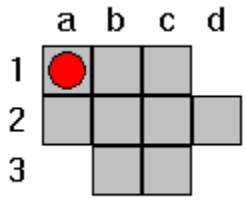
Starting position



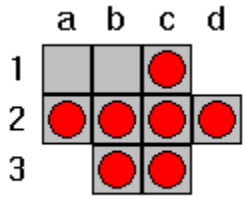




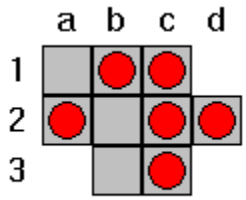


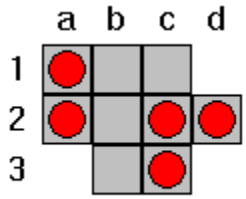


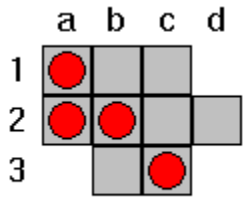
Final position

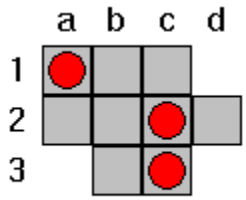


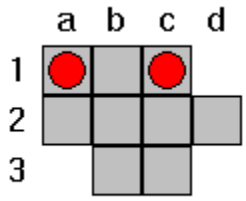
Starting position











Final position

"Don't Care" (represented by a D) means that it doesn't matter whether there is a marble in that position or not. The move can still be performed. If there is a marble in that position, it may be involved in the move, but will be restored after the move is complete.

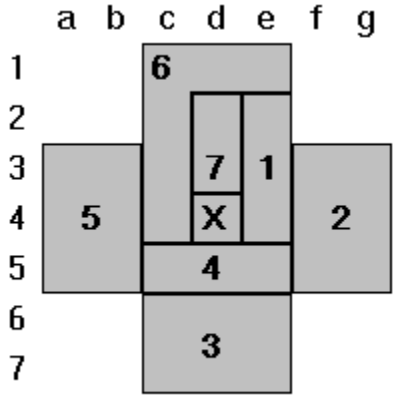
An unlike pair are two positions on the board that do not match. One of the positions must contain a marble. The positions cannot both be empty nor both contain marbles. The marble in the unlike pair may be involved in the move, but will be restored after the move is complete.

An unlike trio are three positions on the board that do not match. One or two of the positions must contain a marble. All three positions cannot be empty, nor can all three contain marbles. The marble (or marbles) in the unlike trio may be involved in the move, but will be restored after the move is complete.

An unlike sextet are six positions on the board that do not match. At least one of the positions must contain a marble. All six positions cannot be empty, nor can all six contain marbles. The marble (or marbles) in the unlike sextet may be involved in the move, but will be restored after the move is complete.

Solution to the Classic Game

The following is the diagram for a solution for this game:

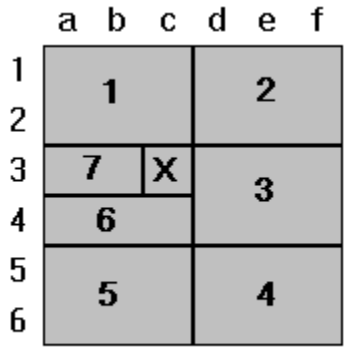


This solution consists of 6 pattern moves and 1 single move into the goal.

1. 3-removal (f4 to d4, e2 to e4, d4 to f4)
2. 6-removal (e6 to e4, g5 to e5, g3 to g5, f3 to f5, e4 to e6, g5 to e5)
3. 6-removal (d5 to f5, e7 to e5, c7 to e7, c6 to e6, f5 to d5, e7 to e5)
4. 3-removal (c4 to c6, e5 to c5, c6 to c4)
5. 6-removal (a5 to c5, a3 to a5, b3 to b5, c4 to c6, a5 to c5, c6 to c4)
6. L-removal (d3 to b3, c1 to c3, e1 to c1, c4 to c2, c1 to c3, b3 to d3)
7. Single move into Goal position (d2 to d4)

Solution to The Square

The following is the diagram for a solution for this game:

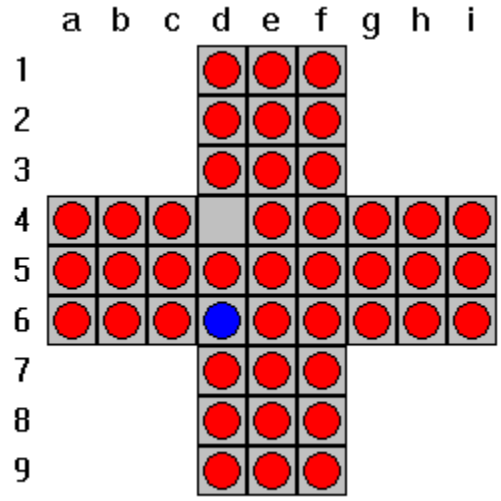


This solution consists of 6 pattern moves and 1 single move into the goal.

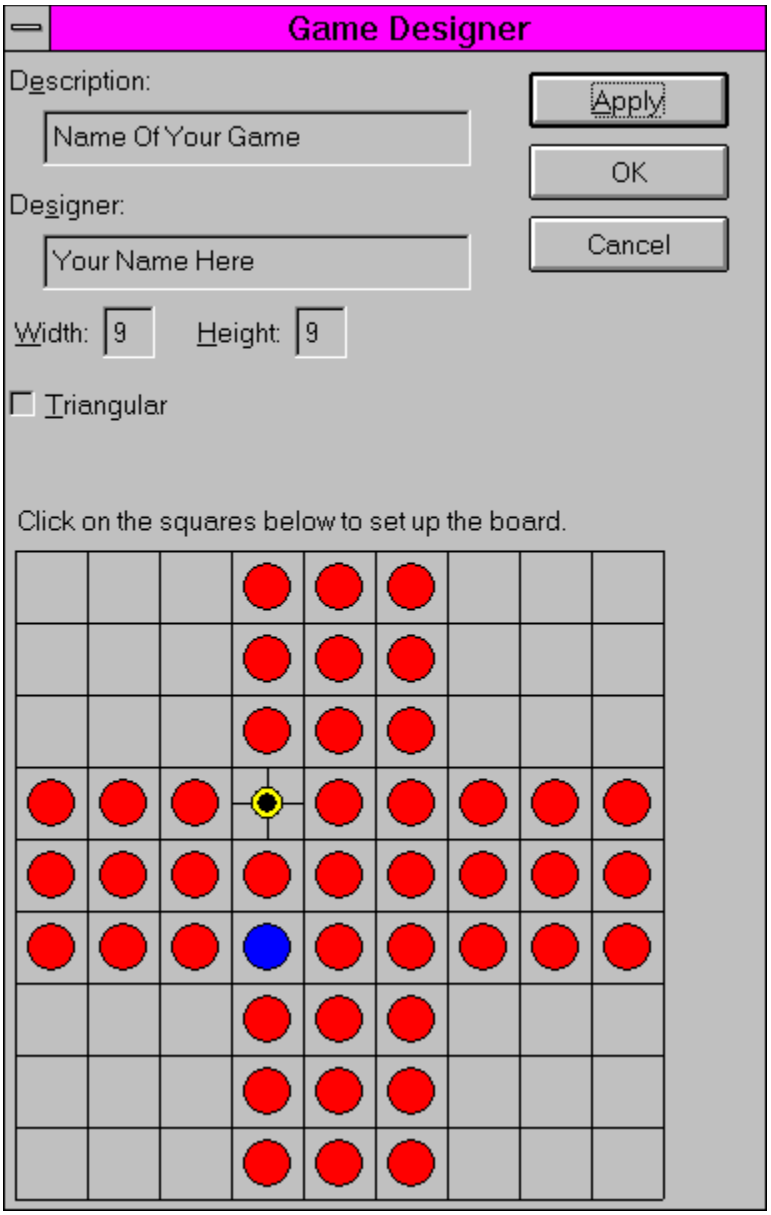
1. 6-removal (c1 to c3, a1 to c1, a2 to c2, d1 to b1, c3 to c1, b1 to d1)
2. 6-removal (e1 to c1, d3 to d1, f2 to d2, c1 to e1, f1 to d1, d1 to d3)
3. 6-removal (d4 to d2, f4 to d4, f3 to d3, c4 to e4, d2 to d4, e4 to c4)
4. 6-removal (d6 to d4, f6 to d6, f5 to d5, c6 to e6, d4 to d6, e6 to c6)
5. 6-removal (b6 to d6, c4 to c6, d6 to b6, a6 to c6, a5 to c5, c6 to c4)
6. 3-removal (a3 to a5, c4 to a4, a5 to a3)
7. Single move into Goal position (a3 to c3)

Game Designer

This is the window that is used for designing you own board. For example, to design the following game, which is a modified version of “A Big Plus”:



the game designer screen would appear as follows:



Enter your name in the Designer box, and the name of your game in the Description box. If you change the dimensions of the game matrix by entering different values in the Width or Height boxes, press the Apply button. The Apply button will redraw the game matrix in the lower portion of the window using the new dimensions.

Press the OK button to accept the game design, or Cancel to abort the design.

Click on the cells in the game matrix with the left mouse button to change their state. The states are as follows:

Small black circle - This is a position that is not occupied by a marble.
Red circle - This is a position that is occupied by a marble.
Blue circle - This is a position that is occupied by a marked marble. (only one is allowed in a game)

Any of the above states, when combined with cross-hairs means that the position is the goal. This is the

position that must contain the sole remaining marble (or marked marble) at the end of the game.

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Super Marble Solitaire 1.1

Registering by check: To register by check send this form and a check to:

Wrenware
P.O. Box 24455
Lyn-Mayfield, OH 44124

To print this form, click on Print Topic in the File pull-down menu. Alternately, you can print the ASCII text file REGISTER.TXT. Payments must be in US dollars drawn on a US bank, or you can send international postal money orders in US dollars.

CompuServe Registration: To have the registration fee added to your CompuServe bill, type GO SWREG and follow the menus. The registration ID is 8408.

3.5 inch disks are sent. Only Windows 95 and Windows NT are supported.

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