

Calculation Solitaire version 1.12

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Introduction

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

Requirements

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

Hercules, EGA, VGA, or higher

Mouse

NOTE TO USERS OF NORTON DESKTOP FOR WINDOWS:

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

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

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

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

How to Play

Overview

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

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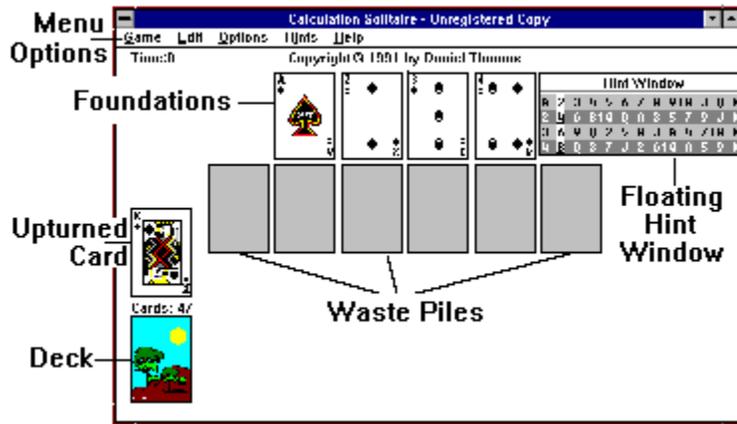
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Layout



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

Play

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

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

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

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

Foundations

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

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

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

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

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

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

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

Mechanics

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

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

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

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

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

Hints

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

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

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

Strategy

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

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

Options

Menu Choices

Game
Edit
Options
Hints
Help

Timer

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

Game Menu

New Game Starts a new game

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