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## Napoleon Solitaire 2.1

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## Quick Start

If you've ever played a Windows solitaire game, you won't have much trouble playing this one. Simply click on the name of the game you want to play (such as Forty Thieves).

To find out the rules of a particular game, goto the help menu, click on the help button on the toolbar, or press F1. If you become familiar with how the "Solitaire Wizard" works, you can also find the rules by choosing Properties from the Game menu.

To move the cards, drag them with the left mouse button and drop them where you want them. Or, you can click on the right mouse button to have the computer automatically move the card for you.

Note that you can undo and redo moves by clicking on the toolbar. You can also start a new game, select a game position by number, and exit from the toolbar. If you don't like the toolbar, (for instance, if you are in 640x480 resolution and it takes up too much valuable room), you can turn it off in the options menu in the main screen.

The autoplay option will automatically play cards to the foundation for you, if it is possible to move them. This can be a great timesaver, but if you want this option turned off, you can do so in the options menu of each game.

When you exit a game, the game is saved automatically for you and you can resume the game right where you left off. If you don't want games saved, you can turn this off as well from the options menu of the main screen.

Have fun!

# General Information

Napoleon Solitaire is a collection of solitaire games based on the classic game Napoleon at St. Helena (also known as Forty Thieves, Big Forty, Roosevelt at San Juan and other names). In this collection, this stem game is called Forty Thieves. It is a two deck solitaire game, with 8 foundations that are built from ace to king, and ten tableaux that are built down by suit. The tableaux begin with 4 cards each (40 cards total, the 40 "thieves"). The rest of the cards are placed face down in a stock pile, which is turned over one at a time onto a discard pile. Only one card can be moved from pile to pile at a time. The game is won if all 104 cards in the deck are moved to the foundations.

The other games in the collection are simply variations on the rules. Sometimes the number of tableau piles is changed, or the number of cards dealt to each pile, or whether these cards are dealt face up or down. Some games allow more than one card at a time to be moved in the tableau, if the cards form the proper descending sequence. Some games have different methods of building on the tableau, such as by alternate color rather than by suit.

For example, the game Josephine is simply Forty Thieves, with one change: you can move any group of cards in the tableau that is a descending sequence of cards of the same suit (a 4, 3, and 2 of hearts, for example). This makes the game easier to win. Most of the variations were invented because Forty Thieves is very difficult to win.

It is not certain, but it is believed that Forty Thieves dates back to Napoleon's time, hence the name. Many of the variations were invented in the 1890s and 1900s.

The Game Wizard allows you to create your own Napoleon Solitaire type games. It gives you control over the rules. You can choose the number of tableau piles (from 4 to 13), the number of cards dealt to each pile (from 1 to 9), how many of these are face down, how the tableau piles are built down (by suit, by alternate color, by the same color, by any color but the same, or down regardless). You can control whether moving multiple cards from one tableau pile to another is allowed. And you can give your own name to a set of rules and play the game over and over.

Finally, all the games (including the ones you create with the Game Wizard) have all the features that every game in my other solitaire program, Pretty Good Solitaire, have. You have full undo/redo, autoplay, selectable card backs and background color. Win/loss records are kept, and games in progress are saved automatically when you exit the program.

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# Notes about the AutoPlay feature

## AutoPlay

AutoPlay is the feature that moves playable cards from the tableau to the foundations automatically. (Only those games with foundations have this feature, of course.) This feature can be a great time and effort saver, and I highly recommend its use.

However, there are a couple of things about AutoPlay that you should be aware of. First, in some games it is not necessarily a good idea to automatically play every possible card to the foundations. In these games, the best strategy is to keep the foundations pile roughly even with each other (for example, don't play the clubs foundation pile up to 5 or 6 when the ace of hearts hasn't come out yet). Because of this, the AutoPlay feature will NOT play a card to the foundations if it determines that that card might be necessary for play on the tableau. You can, of course, override this if you wish by playing the card to the foundations yourself. But remember, if AutoPlay doesn't move a card that it could move, there's a reason.

# Auto Play

By selecting Auto Play from the Options menu, any cards in the tableau or cells that can be legally moved to the foundation are automatically moved there. This speeds up play.

[Important Notes about the AutoPlay feature](#)

# Windows 95 Issues

Napoleon Solitaire is a Windows 3.1 program. However, like most Win3.1 programs, it runs fine in Windows 95. There are a few things Win95 users should be aware of, however.

If you run Win95 with a screen resolution of 800x600 or more, you should have no difficulties. You may want to resize the game window to your liking. I recommend placing the taskbar at either the top or bottom of the screen, as most of the games like as much horizontal space as possible.

## Screen Resolution Issues

The main problems with Napoleon Solitaire and Windows 95 occur at 640x480 resolution. The problem is the taskbar, and how much valuable space it takes up. This screen just ain't big enough for the both of 'em. I recommend hiding the taskbar (this can be done by positioning the mouse at the top of the taskbar and pulling down over it, or by clicking on the Start button, selecting Settings | Taskbar, and turning off "Always on Top"). Better yet, if you have a machine capable of running Win95, you probably can run it at 800x600.

## Screen Resolution Issues

Napoleon Solitaire was developed to run in 800x600 mode or higher. If you run it in higher resolutions, you can resize the game window to make it bigger. Napoleon Solitaire will then adjust to the bigger window the first time you do a "New Game". This will spread out the piles.

If you run it in 640x480 resolution, only a few of the games (the ones with only 8 tableau piles) will run.

You can adjust the size of the game window at any time. Napoleon Solitaire will always adjust to a new window size after a "New Game".

Note: If you switch resolutions and play a game that was previously played at another resolution, you will need to "New Game" to get Napoleon Solitaire to adjust to the new resolution.

## Benefits of Registration

This program is shareware. As such, you have a limited evaluation period in which to determine whether you wish to register this program. Continued use beyond the evaluation period requires registration. The registration price for this program is only \$15 (plus \$3 if you want a disk).

If you do register this program, this is what you will get for your money:

- A registration code and instructions on how to input this code to register your copy of Napoleon Solitaire. This process will get rid of the registration notices and allow you to play an unlimited number of games. (Your registration code will be sent by e-mail if you specify an e-mail address; otherwise, it will be sent by regular mail). You will also receive a 3.5 inch diskette by mail if you include the \$3 shipping fee.
- Upgrades to all future versions distributed by e-mail. Be sure to include your e-mail address on the registration form if you wish to take advantage of this benefit. Upgrades can also be downloaded from the Napoleon Solitaire internet site. Your registration code will work for all future versions.
- Technical support, via e-mail.

[Registration by Mail Form](#)

[Registration online at http://www.goodsol.com](http://www.goodsol.com)

[Association of Shareware Professionals Ombudsman Statement](#)

# Registration Form

## *Napoleon Solitaire 2.1*

Ordering by check: To order by check send this order form and a check to:

Goodsol Development  
PO Box 9155  
Springfield IL 62791-9155 USA

To print this form, click on Print Topic in the File pull-down menu. Payment must be in US dollars drawn on a US bank, or you can send international postal money orders in US dollars (Canadian dollars also accepted, but please calculate exchange rate).

Prices: Napoleon Solitaire \_\_\_\_\_ copies @ \$15 each = \$\_\_\_\_\_

shipping for 3.5 inch diskette (optional) \$3 = \$\_\_\_\_\_

Total enclosed \$\_\_\_\_\_

Name \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_ State/Province \_\_\_\_\_

Zip Code/Postal Code \_\_\_\_\_ Country \_\_\_\_\_

E-Mail address \_\_\_\_\_

Where did you hear about or find Napoleon Solitaire?

\_\_\_\_\_

Suggestions:

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_



## **ASP Ombudsman Statement**

This program is produced by a member of the Association of Shareware Professionals (ASP). ASP wants to make sure that the shareware principle works for you. If you are unable to resolve a shareware-related problem with an ASP member by contacting the member directly, ASP may be able to help. The ASP Ombudsman can help you resolve a dispute or problem with an ASP member, but does not provide technical support for members' products. Please write to the ASP Ombudsman at 157-F Love Ave, Greenwood, IN 46142 USA, FAX 317-888-2195, or send email to [omb@asp-shareware.org](mailto:omb@asp-shareware.org).

# How to Play

All the games in Napoleon Solitaire follow the same basic format. They all have a foundation, tableau, stock pile, and waste pile. To see the specific rules of a particular game, select Properties from the Game menu.

## **Foundation**

The foundation piles are always located at the top of the screen, marked with X's when they are empty. There are 8 foundation piles, one for each of the suits in 2 decks. The foundation piles are built up in suit, beginning with an ace and moving up to Kings.

## **Tableau**

The tableau piles are located below the foundation piles. There are between 4 and 13 tableau piles, depending on the particular game. Anywhere between 1 and 9 cards are dealt to each tableau pile at the beginning of the game. The tableau piles are always built down. For example, a 6 can be played on a 7. Depending on the game, the cards may have to be the same suit, or of opposite colors, or some other method of building. To see how the tableaus of a particular game are built, select Properties from the Game menu, and see the "Tableau Building Method" property.

In some games, only one card at a time can be moved from one tableau pile to another. In other games, groups of cards that are in a descending sequence and meet the tableau building method property may be moved as a unit. Again, check the Properties from the Game menu, and see the "Move groups of cards as a unit" property. Cards can be moved from one pile to another by dragging. Cards can also be moved from the Tableau to the Foundations by double-clicking on the card in the Tableau.

## **Stock Pile**

The stock pile is located at the upper left hand corner of the screen (except when there are only 8 tableau piles, in which case it is located in the lower left hand corner). All the cards not dealt to the tableau are placed face down in the stock pile. These cards can be turned over one at a time by clicking on the stock pile. The top card of the stock pile is then turned over and moved to the waste pile. The stock pile may only be run through once during a game.

## **Waste Pile**

The waste pile contains all unused cards from the stock pile. As cards are turned over from the stock pile, they are placed in the waste pile. The top card of the waste pile is always available for play on either the tableau or the foundation.

## **Objective**

The objective of the game is to get all cards from both decks in the foundation piles. When all cards are in the foundation piles, the game is won. If the stock pile is empty and all cards cannot be played to the foundations, the game is lost.

[Forty Thieves](#)

[Little Napoleon](#)

[Congress](#)

Diplomat  
Indian  
Josephine  
Maria  
Rank and File  
Midshipman  
Number Ten  
Limited  
Blind Alleys  
Australian Patience  
Single Rail  
Double Rail  
Little Forty  
Giant  
Waterloo  
Napoleon's Square  
Corona  
Blockade

# Forty Thieves

2 Decks.

## ***Objective***

To move all the cards to the Foundations.

## ***Layout***

- 8 Foundation piles (across top with X's) - build up in suit from Ace to King.
- 10 Tableau piles (below foundations) - 4 cards per pile dealt face up at the beginning of the game. Build down in suit. Only the top card of each pile may be moved. Spaces filled by any card.
- Stock (top left) - turn over 1 card at a time to the Waste pile by clicking. No redeal.
- Waste (next to Stock) - top card is available for play on the Foundations or Tableau.

Note: To review the rules of any game, select Properties from the Game menu.

# Little Napoleon

2 Decks.

## ***Objective***

To move all the cards to the Foundations.

## ***Layout***

- 8 Foundation piles (across top with X's) - build up in suit from Ace to King.
- 8 Tableau piles (below foundations) - 4 cards per pile dealt 3 face down, 1 face up at the beginning of the game. Build down regardless of suit. Groups of cards can be moved from one tableau pile to another, but only if they form a descending sequence all of the same suit.. Spaces filled by any card.
- Stock (bottom left) - turn over 1 card at a time to the Waste pile by clicking. No redeal.
- Waste (next to Stock) - top card is available for play on the Foundations or Tableau.

Note: To review the rules of any game, select Properties from the Game menu.

# Congress

2 Decks.

## ***Objective***

To move all the cards to the Foundations.

## ***Layout***

- 8 Foundation piles (across top with X's) - build up in suit from Ace to King.
- 8 Tableau piles (below foundations) - 1 card per pile dealt face up at the beginning of the game. Build down regardless of suit. Only the top card of each pile may be moved. Spaces filled by any card.
- Stock (bottom left) - turn over 1 card at a time to the Waste pile by clicking. No redeal.
- Waste (next to Stock) - top card is available for play on the Foundations or Tableau.

Congress is closely related to Diplomat.

Note: To review the rules of any game, select Properties from the Game menu.

# Diplomat

2 Decks.

## ***Objective***

To move all the cards to the Foundations.

## ***Layout***

- 8 Foundation piles (across top with X's) - build up in suit from Ace to King.
- 8 Tableau piles (below foundations) - 4 cards per pile dealt face up at the beginning of the game. Build down regardless of suit. Only the top card of each pile may be moved. Spaces filled by any card.
- Stock (top left) - turn over 1 card at a time to the Waste pile by clicking. No redeal.
- Waste (next to Stock) - top card is available for play on the Foundations or Tableau.

Diplomat is very similar to Congress.

Note: To review the rules of any game, select Properties from the Game menu.

# Indian

2 Decks.

## ***Objective***

To move all the cards to the Foundations.

## ***Layout***

- 8 Foundation piles (across top with X's) - build up in suit from Ace to King.
- 10 Tableau piles (below foundations) - 3 cards per pile dealt 1 face down, 2 face up at the beginning of the game. Build down in any suit but the same. Only the top card of each pile may be moved. Spaces filled by any card.
- Stock (top left) - turn over 1 card at a time to the Waste pile by clicking. No redeal.
- Waste (next to Stock) - top card is available for play on the Foundations or Tableau.

Indian is very much like Forty Thieves, except that there are fewer cards in the original tableau, and the method of tableau building is by any suit but the same. It makes for a considerably easier game.

Note: To review the rules of any game, select Properties from the Game menu.

# Josephine

2 Decks.

## **Objective**

To move all the cards to the Foundations.

## **Layout**

- 8 Foundation piles (across top with X's) - build up in suit from Ace to King.
- 10 Tableau piles (below foundations) - 4 cards per pile dealt face up at the beginning of the game. Build down in suit. Groups of cards can be moved from one tableau pile to another, but only if they form a descending sequence all of the same suit.. Spaces filled by any card.
- Stock (top left) - turn over 1 card at a time to the Waste pile by clicking. No redeal.
- Waste (next to Stock) - top card is available for play on the Foundations or Tableau.

Josephine is very much like Forty Thieves, except that cards forming a descending sequence of the same suit may be moved as a unit. It makes for a somewhat easier game.

Note: To review the rules of any game, select Properties from the Game menu.

# **Maria**

2 Decks.

## ***Objective***

To move all the cards to the Foundations.

## ***Layout***

- 8 Foundation piles (across top with X's) - build up in suit from Ace to King.
- 9 Tableau piles (below foundations) - 4 cards per pile dealt face up at the beginning of the game. Build down in alternate color. Only the top card of each pile may be moved. Spaces filled by any card.
- Stock (top left) - turn over 1 card at a time to the Waste pile by clicking. No redeal.
- Waste (next to Stock) - top card is available for play on the Foundations or Tableau.

Maria (also sometimes known as Maria Luisa) is closely related to Midshipman.

Note: To review the rules of any game, select Properties from the Game menu.

# Rank and File

2 Decks.

## **Objective**

To move all the cards to the Foundations.

## **Layout**

- 8 Foundation piles (across top with X's) - build up in suit from Ace to King.
- 10 Tableau piles (below foundations) - 4 cards per pile dealt 3 face down 1 face up at the beginning of the game. Build down by alternate color. Groups of cards can be moved from one tableau pile to another, but only if they form a descending sequence in alternate colors. Spaces filled by any card.
- Stock (top left) - turn over 1 card at a time to the Waste pile by clicking. No redeal.
- Waste (next to Stock) - top card is available for play on the Foundations or Tableau.

Rank and File is one of the classic variations on Forty Thieves. The differences are that 3 of the 4 cards in the original tableau are dealt face down, the tableaus are built down by alternate color instead of by suit, and groups of cards forming a descending sequence in alternate colors can be moved as a unit. Rank and File is also very similar to Number Ten.

Note: To review the rules of any game, select Properties from the Game menu.

# Midshipman

2 Decks.

## **Objective**

To move all the cards to the Foundations.

## **Layout**

- 8 Foundation piles (across top with X's) - build up in suit from Ace to King.
- 9 Tableau piles (below foundations) - 4 cards per pile dealt 2 face down 2 face up at the beginning of the game. Build down by any suit but the same. Only the top card of each pile may be moved. Spaces filled by any card.
- Stock (top left) - turn over 1 card at a time to the Waste pile by clicking. No redeal.
- Waste (next to Stock) - top card is available for play on the Foundations or Tableau.

Midshipman is very similar to Maria. The differences are that two cards in the original tableau are dealt face down, and the tableaus are built down by any suit but the same, rather than by alternate colors. It makes the game slightly easier to win.

Note: To review the rules of any game, select Properties from the Game menu.

# Number Ten

2 Decks.

## **Objective**

To move all the cards to the Foundations.

## **Layout**

- 8 Foundation piles (across top with X's) - build up in suit from Ace to King.
- 10 Tableau piles (below foundations) - 4 cards per pile dealt 2 face down 2 face up at the beginning of the game. Build down by alternate color. Groups of cards can be moved from one tableau pile to another, but only if they form a descending sequence in alternate colors. Spaces filled by any card.
- Stock (top left) - turn over 1 card at a time to the Waste pile by clicking. No redeal.
- Waste (next to Stock) - top card is available for play on the Foundations or Tableau.

Number Ten is one of the classic variations on Forty Thieves. The differences are that 2 of the 4 cards in the original tableau are dealt face down, the tableaus are built down by alternate color instead of by suit, and groups of cards forming a descending sequence in alternate colors can be moved as a unit. Number Ten is also very similar to Rank and File.

Note: To review the rules of any game, select Properties from the Game menu.

# Limited

2 Decks.

To move all the cards to the Foundations.

## ***Layout***

- 8 Foundation piles (across top with X's) - build up in suit from Ace to King.
- 12 Tableau piles (below foundations) - 4 cards per pile dealt face up at the beginning of the game. Build down in suit. Only the top card of each pile may be moved. Spaces filled by any card.
- Stock (top left) - turn over 1 card at a time to the Waste pile by clicking. No redeal.
- Waste (next to Stock) - top card is available for play on the Foundations or Tableau.

Limited is very much like Forty Thieves, except that the tableau consists of twelve piles of four cards each. It makes for a somewhat easier game. Note also that of all the games, Limited is the most (ahem) limited, in the sense that it requires a screen resolution of at least 1024x768, so that all 12 piles can fit across the screen.

Note: To review the rules of any game, select Properties from the Game menu.

# Blind Alleys

1 Deck.

## ***Objective***

To move all the cards to the Foundations.

## ***Layout***

- 4 Foundation piles (across top with X's) - build up in suit from Ace to King.
- 6 Tableau piles (below foundations) - 3 cards per pile dealt 2 face down 1 face up at the beginning of the game. Build down by alternate color. Groups of cards may be moved if they form a sequence down by alternate color. Spaces filled by any card.
- Stock (top left) - turn over 1 card at a time to the Waste pile by clicking. No redeal.
- Waste (next to Stock) - top card is available for play on the Foundations or Tableau.

Note: To review the rules of any game, select Properties from the Game menu.

# Australian Patience

1 Deck.

## ***Objective***

To move all the cards to the Foundations.

## ***Layout***

- 4 Foundation piles (across top with X's) - build up in suit from Ace to King.
- 7 Tableau piles (below foundations) - 4 cards per pile dealt face up at the beginning of the game. Build down in suit. Groups of cards may be moved regardless of sequence. Spaces filled by Kings only.
- Stock (top left) - turn over 1 card at a time to the Waste pile by clicking. No redeal.
- Waste (next to Stock) - top card is available for play on the Foundations or Tableau.

Note: To review the rules of any game, select Properties from the Game menu.

# Single Rail

1 Deck.

## ***Objective***

To move all the cards to the Foundations.

## ***Layout***

- 4 Foundation piles (across top with X's) - build up in suit from Ace to King.
- 4 Tableau piles (below foundations) - 1 card per pile dealt face up at the beginning of the game. Build down regardless of suit. Groups of cards may be moved if they are in sequence down regardless of suit. Spaces filled by any card.
- Stock (top left) - turn over 1 card at a time to the Waste pile by clicking. No redeal.
- Waste (next to Stock) - top card is available for play on the Foundations or Tableau.

Note: To review the rules of any game, select Properties from the Game menu.

# Double Rail

2 Decks.

## ***Objective***

To move all the cards to the Foundations.

## ***Layout***

- 8 Foundation piles (across top with X's) - build up in suit from Ace to King.
- 5 Tableau piles (below foundations) - 1 card per pile dealt face up at the beginning of the game. Build down regardless of suit. Groups of cards can be moved if they are in sequence down regardless of suit. Spaces filled by any card.
- Stock (top left) - turn over 1 card at a time to the Waste pile by clicking. No redeal.
- Waste (next to Stock) - top card is available for play on the Foundations or Tableau.

Note: To review the rules of any game, select Properties from the Game menu.

# Little Forty

2 Decks.

## ***Objective***

To move all the cards to the Foundations.

## ***Layout***

- 8 Foundation piles (across top with X's) - build up in suit from Ace to King.
- 10 Tableau piles (below foundations) - 4 cards per pile dealt face up at the beginning of the game. Build down regardless of suit. Groups of cards can be moved if they are in sequence down by suit. Spaces filled from the Stock or Waste only.
- Stock (top left) - turn over 3 cards at a time to the Waste pile by clicking. 3 redeals.
- Waste (next to Stock) - top card is available for play on the Foundations or Tableau.

Note: To review the rules of any game, select Properties from the Game menu.

# Giant

2 Decks.

## ***Objective***

To move all the cards to the Foundations.

## ***Layout***

- 8 Foundation piles (across top with X's) - build up in suit from Ace to King.
- 8 Tableau piles (below foundations) - 1 card per pile dealt face up at the beginning of the game. Build down by alternate colors. Groups of cards can be moved if they are in sequence down by alternate colors. Spaces filled by any card.
- Stock (top left) - Deals one card to each tableau pile by clicking. No redeal.

Note: To review the rules of any game, select Properties from the Game menu.

# Waterloo

2 Decks.

## ***Objective***

To move all the cards to the Foundations.

## ***Layout***

- 8 Foundation piles (across top with X's) - build up in suit from Ace to King.
- 6 Tableau piles (below foundations) - 1 card per pile dealt face up at the beginning of the game. Build down regardless of suit. Groups of cards can be moved if they are in sequence down regardless of suit. Spaces filled by any card.
- Stock (bottom left) - turn over 1 card at a time to the Waste pile by clicking. No redeal.
- Waste (next to Stock) - top card is available for play on the Foundations or Tableau.

Note: To review the rules of any game, select Properties from the Game menu.

# Napoleon's Square

2 Decks.

## ***Objective***

To move all the cards to the Foundations.

## ***Layout***

- 8 Foundation piles (across top with X's) - build up in suit from Ace to King.
- 12 Tableau piles (below foundations) - 4 cards per pile dealt face up at the beginning of the game. Build down by suit. Groups of cards can be moved if they are in sequence down by suit. Spaces filled by any card.
- Stock (top left) - turn over 1 card at a time to the Waste pile by clicking. No redeal.
- Waste (next to Stock) - top card is available for play on the Foundations or Tableau.

Note: To review the rules of any game, select Properties from the Game menu.

# Corona

2 Decks.

## ***Objective***

To move all the cards to the Foundations.

## ***Layout***

- 8 Foundation piles (across top with X's) - build up in suit from Ace to King.
- 12 Tableau piles (below foundations) - 3 cards per pile dealt face up at the beginning of the game. Build down by suit. Groups of cards cannot be moved. Spaces filled by from Stock or Waste only.
- Stock (top left) - turn over 1 card at a time to the Waste pile by clicking. No redeal.
- Waste (next to Stock) - top card is available for play on the Foundations or Tableau.

Note: To review the rules of any game, select Properties from the Game menu.

# Blockade

2 Decks.

## ***Objective***

To move all the cards to the Foundations.

## ***Layout***

- 8 Foundation piles (across top with X's) - build up in suit from Ace to King.
- 12 Tableau piles (below foundations) - 1 card per pile dealt face up at the beginning of the game. Build down regardless of suit. Groups of cards can be moved if they are in sequence down by suit. Spaces filled by any card.
- Stock (top left) - turn over 1 card at a time to the Waste pile by clicking. No redeal.
- Waste (next to Stock) - top card is available for play on the Foundations or Tableau.

Note: To review the rules of any game, select Properties from the Game menu.

# Features

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## ***Individual Game Features***

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## Select Random Game

The Select Random Game option selects one of the games at random to play.

## **Add New Player**

The Add New Player option adds a new player to the player list. You will be asked for a name for the new player.

## **Delete Current Player**

Delete Current Player deletes the currently selected player from the player list. You will be asked to confirm the action.

## Delete Current Game

The Delete Current Game deletes games that were created and named by the Game Wizard. First you must click on game in the box at the right hand side of the screen. This starts the game. Exit the game, and with the game name still highlighted in the box, select "Delete Current Game". The game will be deleted. Note that any game can be recreated by choosing its rules in the Game Wizard and naming it.

## Background Color

The Background Color option allows you to change the background color for each game. Select the game in the box at the left and the current background color for that game will be shown. To change the color for that game, click on the Change Color button. To save your changes, click OK. To abandon any changes, click Cancel.

## **Game Statistics**

The Game Statistics option, when set, saves win and loss statistics for each game, for each player. To see your statistics for an individual game, start the game and select Statistics from the Options menu. You can reset the statistics at any time.

If you do not want statistics of your performance kept, simply unselect this option. Your current statistics will remain, but no new results will be added until you select the option again.

Different player names can set this option individually.

## **Game Saving**

The Game Saving option, when set, saves the game positions of every game upon exit. This means that if you are interrupted during play, and exit the game, you can return to the same position the next time you play.

When this option is not set, the game positions are not saved. Turning off the option will also delete all currently saved positions.

Different player names can set this option individually.

## **New Game**

Selecting New Game from the Game menu will deal out a new deck. If you are in the middle of a game and Game Statistics is on, a loss will be added to your statistics.

## **Restart Game**

Selecting ReStart Game from the Game menu will start the current game over again from the beginning. This will not affect your statistics.

## Undo

Selecting Undo from the Options menu will undo the last move. Moves can be undone back to the beginning of the game (of course, ReStart Game would be easier in this case).

## **Redo**

Selecting Redo from the Options menu will replay any moves you have undone, in case you change your mind.

## **Card Backs**

Selecting Card Backs from the Options menu allows you to select between 6 different card backs. Card Backs are only visible in games where some cards are face back. A card back change will not go into effect until a new game is started.

# Off to See the Wizard

Napoleon Solitaire allows you to create hundreds of thousands of different solitaire games by changing the rules of the games. You can invent your own games, name them, and change them to suit your taste.

The Napoleon Solitaire Wizard is divided into four parts: Deck, Tableau, Foundation, and Deal. Each deals with a different aspect of the game.

## Deck

The Deck portion of the Wizard has two fields, Save Game Name and Number of Decks.

### Save Game Name

In the box for Save Game Name, type the name of the game you wish to create. You can give it any name you wish (except don't give it the name of an existing game). If you want to edit the rules of a game you have already created, you can select the name of that game in the drop-down box.

### Number of Decks

In the Number of Decks box, choose whether you want to play a game that uses 1 deck of cards (52 cards), or 2 decks of cards (104 cards).

### Number of Tableau Piles

Determines how many tableau piles there will be in the game. This can be anywhere from 4 to 13. The number of tableau piles will also determine what Windows screen resolutions the game will run in.

- 11 to 12 tableau piles - requires at least a 1024 x 768 resolution.
- 9 to 10 tableau piles - requires at least a 800 x 600 resolution.
- 4 to 8 tableau piles - runs in any resolution, including 640 x 480.

The program will not change Windows resolutions for you. In Windows 3.x, you must go to Windows Setup to change the resolution. In Windows 95, right-click on the desktop and select Properties | Settings.

When you are finished with these fields, click on the Next button, or click on the Tableau tab to move on.

## [Tableau](#)

# Tableau

The Tableau part of the Wizard has 5 fields, Number of Cards in each Tableau Pile, Number of Face Down Cards in each Tableau Pile, Method of Tableau Building, Empty Tableau Filled By, and Groups of Cards may be Moved as a Unit.

## ***Number of Cards in each Tableau Pile***

Determines how many cards will be dealt to each Tableau pile at the beginning of the game. This can be anywhere from 1 to 9.

## ***Number of Face Down Cards in each Tableau Pile***

Determines how many cards are dealt face down in each tableau pile. At least one card must be dealt face up, so this number can be anywhere from zero to one less than the number of cards in each tableau pile.

## ***Method of Tableau Building***

Determines how the tableau piles are built down. The choices are: build down in the same suit only, build down in alternate colors, build down in the same color only, build down in any suit but the same suit, and build down regardless of suit.

This selection gives you a lot of power over the difficulty level of the game. Games that require cards to be of the same suit are the most difficult, because they are the most restrictive. The other choices become progressively less difficult, with building down regardless of suit the easiest.

## ***Empty Tableau Filled By***

Determines how empty piles in the Tableau are filled. There are four choices: any card or legal sequence or cards (no restrictions), only a King (or one rank below the foundation base, if the foundation base is not an Ace), a card from the stock or waste pile only, or spaces can't be filled at all.

## ***Groups of Cards can be Moved as a Unit***

Determines whether you can move more than one card at a time among Tableau piles. There are 3 choices: No, you can only move one card at a time, yes, you can move groups but only if they are in a legal sequence (these sequences are chosen in the drop-down box), and yes, you can move groups without any restrictions.

When you have completed filling in these fields, click on the next button or on the Foundation tab.

[Foundation](#)

# Foundation

The Foundation part of the Napoleon Solitaire Wizard has two parts, Foundation Base Card, and Foundation Building Method.

## ***Foundation Base Card***

Determines what card starts each Foundation pile. You have two choices: begin all piles with aces (choosing this option gives you the further choice of dealing the aces to the Foundations at the beginning of the game, or not), or begin all piles with a card rank chosen at random at the beginning of the game. In this case, the first card in the deck is dealt to the first Foundation pile. All other Foundation piles must then begin with the same rank as this card. (For example, if the card is a 4 all the other piles must start with 4's and build up).

## ***Foundation Building Method***

Determines how the Foundation piles are built up from their base. There are 4 choices: Build up in suit (most usual), build up in alternate color, build up in color, and build up regardless of suit.

When filling out these fields is complete, click on the next button or the Deal tab.

[Deal](#)

# Deal

The Deal part of the Napoleon Solitaire Wizard has two parts: Number of Cards Dealt from Stock, and Number of Redeals Allowed.

## ***Number of Cards Dealt from Stock***

Determines how many and by what method cards will be dealt from the stock pile. There are three choices: deal one card at a time to the stock pile, deal three cards at a time to the stock pile, and deal one card to each tableau pile. In this last case there is no waste pile and there can be no redeals.

## ***Number of Redeals Allowed***

Determines how many times the waste pile can be turned over and dealt back again as the stock. There are 5 choices: no redeals allowed, only 1 redeal allowed, 2 redeals, 3 redeals, and unlimited redeals. This choice has a big effect on how easy the game is to win.

When you have completed these fields, you are finished with the Wizard. You can play the game you just created by clicking on the Done button. You can go back and change anything you want by clicking on the Previous button, or by clicking on a tab at the top of the screen. You can abandon this game by clicking on Cancel.

# About

Napoleon Solitaire 2.1  
by Thomas Warfield

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### **Version History**

Version 1.0 - released 1/2/96 - original version

Version 2.0 - released 11/15/96 - added 10 new games and improved the Game Wizard.

Version 2.1 - released 6/15/98 - updated contact information.

### **Vendor Information**

Napoleon Solitaire version 2.1 may be distributed via BBSs, online services, and the Internet, as long as all files (NAPSOL2.EXE, NAPSOL2.HLP, QCARD.DLL, CMDIALOG.VBX, README.1ST, FILE\_ID.DIZ and VENDOR.DOC) are present and unmodified. It may not be sold on diskette or CD-ROM, either alone or as part of a collection, without the permission of the author. No fee or charge of any kind, not even a "distribution fee", may be made for this program when distributed by diskette or CD-ROM without the permission of the author. Private individuals can copy and distribute the program on diskette as long as there is no charge for the program. Diskette and CD-ROM vendors should direct inquiries to the author at the postal or email addresses above.

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Napoleon Solitaire

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## **Pretty Good Solitaire**

Pretty Good Solitaire 98 is a collection of 200 Windows solitaire games for Windows 95/98/NT, including most of the classic solitaire games. It contains all the same features as Napoleon Solitaire, such as autoplay, game saving, statistics, and so on. The games include Klondike, Canfield, FreeCell, Spider, Seahaven Towers, Yukon, Forty Thieves, and many more. Look for this collection in the same place that you found Napoleon Solitaire, or download it from the World Wide Web at <http://www.goodsol.com>.

# Napoleon Solitaire

To determine the specific rules for the current game, select Properties from the Game menu.

## Registration online

To register Napoleon Solitaire online with a credit card, go to

***<http://www.goodsol.com>***

and click on the Register link. Your credit card will be charged in the name "Northstar Solutions". You can order either product #1055, Napoleon Solitaire (without disk) \$15, or product #1056, Napoleon Solitaire (with disk) \$18.



