Eagle Wing Help Index

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File menu commands

The File menu offers the following commands:

New Game	Deals a new game.
Undo	Reverse previous game step.
Save Game	Saves the current game.
Open Game	Opens a previously saved game.
Restart Game	Restarts the current game from the original deal.
Exit	Exits Eagle Wing.

Options menu commands

The Options menu offers the following commands:

Auto Throw	Automatically moves cards onto the FOUNDATION that are available to be moved.
Sound Effects	Toggles Sound Effects on or off.
Large Pips	Places larger card markings in the upper left corner for better visibility.
Drag Cards	Toggles between "Drag and Drop" play or "Click to Select".
<u>**MIDI Options**</u>	Allows user to set preferences for MIDI music playback.
<u>**CD Options**</u>	Allows user to control their CD drive's audio playback features.
Choose Card	Allows user to choose a built-in card deck or load one from disk or CD. (NOTE: You may also use external decks downloaded from www.wyvern.com.)

Window menu commands

The Window menu offers the following commands:

Minimize	Allows you to minimize the window.

Shortcuts

Keys:	CTRL+M

Register

This menu option will bring up a window that gives instructions on how to register your copy of Wyvern Eagle Wing, and show your UserID and Registration ID if you have already registered it.

Help menu commands

The Help menu offers the following commands, which provide you assistance with this application:

Help Topics   Offers you an index to topics on which you can get help.

About   Displays the version number and credits for Eagle Wing.

License Agreement   Displays the License Agreement for Eagle Wing.

Catalog   Displays a list of some of Wyvern Studios' other products.

New Game command (File menu)

Use this command to deal a new game.

You can open a previously saved game with the Open Game command.

Shortcuts
   Keys: CTRL+N
                    F2

Open Game command (File menu)

Use this command to open a previously saved game

You can deal a new game with the New   Game command.

Shortcuts
    Keys: CTRL+O

Restart Game command (File menu)

Use this command to play the current game from the beginning again. We suggest that you save your current game before you restart it because restarting will erase what you have done.

Shortcuts
    Keys: CTRL+R

Save Game command (File menu)

Use this command to save the current game.   When you save a game, Eagle Wing allows you to designate a file to save it to.   Saved files are required to have a .wse extension on the filename.

Shortcuts
   Keys: CTRL+S

Undo command (File menu)

Use this command to reverse the last game step.   There are a limited number of moves that can be undone.

Shortcuts

Keys: CTRL+Z
               Backspace

Exit command (File menu)

Use this command to end your Eagle Wing session.   You can also use the Close command on the application Control menu.   You must manually save your game before quitting, if desired.

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

  Keys: ALT+F4

MIDI options command (Options menu)

Use this dialog box to set your preferences for MIDI music playback.

Current MIDI Selection	Shows the current song selection. Use the drop down list to select a new song. The current selection will loop through the play list one by one as each song finishes.
Default Play List	Selecting this option will use the built-in play list included with the game.
User Play List	Selecting this option will use the user-defined play list created with the play list buttons.
New Play List	Discards the current user-defined play list and opens a browse dialog to allow a new list to be defined. Use CTRL and/or SHIFT with the mouse to select multiple song choices at once.
Add to Play List	Appends new selections to the user-defined play list. This feature is useful for selecting songs from different directories.
Play MIDI Music	Starts playback of MIDI music.
Stop MIDI Music	Stops playback of MIDI music.
Ok	Exits the MIDI Options dialog.

CD Options command (Options menu)

You may use this dialog box to control your CD drive's audio playback functions.

Total Time	Shows the total length of the current CD.
Current Track	Shows the current track number that the CD is queued to play or is playing.
Current Time	Shows the time index of the track that is queued to play or is playing.
Stop	Stops the CD playback and resets to the start of the first track.
Play	Starts the CD playback from the currently queued position.
Pause	Stops the CD playback without changing the playback position.
Resume	Resumes playback from the last queued position.
Previous	Advances to the next track on the CD.
Next	Returns to the previous track on the CD.
Ok	Exits the CD Options dialog.

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 Eagle Wing 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.

About command (Help menu)

Use this command to display the copyright notice and version number of your copy of Eagle Wing.

License Agreement command (Help menu)

Use this command to display the License Agreement for your copy of Eagle Wing.

Catalog command (Help menu)

Use this command to display a list of some of Wyvern Studios' other products.

Scoring Methods

Scoring uses the following rules:

Action	Points
Moving a card to the FOUNDATION	1

*Your score cannot drop below zero (0).

Rules (HowTo)

The Game Area

A game consists of three areas of cards:

- FOUNDATION: Located at the top of the window. When the cards are dealt, one card is placed in the FOUNDATION to become the base card.   The FOUNDATION is built up in suit from that base card to the KING, then ACE, continuing until there are 13 cards in the FOUNDATION slot.   When any of the base cards are turned up, they will be automatically placed in the FOUNDATION even if Auto-Throw is turned off.

- STOCK/ DISCARD: Located in the lower left portion of the window. These are the cards you have not played.   One card will be turned over each time you click on the undealt cards.   You are then allowed to play the card(s) you have just revealed along with any cards that have been previously revealed.   Only the top card in the DISCARD may be played.   You may recycle the DISCARD to the STOCK two times.

- TALON: Located near the center of the window.   The TALON originally contains 13 cards, of which only the top card is shown.   Only the top card of the TALON may be played.

- TABLAEU: 8 cards dealt across the window in a V shape.   You may place cards on these stacks in descending order in the same suit, and only 3 cards may be in each stack.   When a column is empty, the top card of the TALON will be moved into the empty slot.   If there are no cards remaining in the TALON, any card may be played in that empty slot.

Object

Move all cards to the foundation.