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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 Solitaire.

Options menu commands

The Options menu offers the following commands:

Auto Throw	Automatically moves cards onto the FOUNDATION that are available to be moved and do not have other cards dependent on them left in the STOCK or TABLAEU.
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".
MIDI Options	Allows user to set preferences for MIDI music playback.
CD Options	Allows user to control their CD drive's audio playback features.
Draw 3/1	Chooses whether you draw cards three at a time or singly. WARNING!!! Changing this setting starts a new game. Under Vegas Scoring it will also limit the number of times you can recycle the STOCK.
Scoring	Allows user to chose type of scoring. See Scoring in the Rules section.
Choose Card	Allows user to choose a built-in card deck or load one from disk or CD. (NOTE: You may use external decks from the CD or 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 menu commands

The Register command displays the information needed and how to register your product.

Help menu commands

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

<u>Help Topics</u>	Offers you an index to topics on which you can get help.
<u>About</u>	Displays the version number and credits for Solitaire.
Catalog	Displays the Wyvern Studios catalog.
<u>License Agreement</u>	Displays the License Agreement for Solitaire.

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 <u>New   Game command</u>.

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, Solitaire allows you to designate a file to save it to.   Saved files are required to have a .wss 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 Solitaire 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.

(NOTE: User-defined play lists are not available in the shareware version of Solitaire.)

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.

(NOTE: The CD Option is not available in the shareware version of Solitaire.)

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 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.

About command (Help menu)

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

License Agreement command (Help menu)

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

Scoring Methods

There are two types of scoring methods:

Standard scoring uses the following rules:

Action	Points
Moving a card from the STOCK to the TABLEAU	5
Moving a card from the TABLAEU to the FOUNDATION	10
Moving a card from the STOCK to the FOUNDATION	15
Turning a card over in the TABLAEU	5
Moving a card from the FOUNDATION to the TABLAEU	-15*
Every time you recycle the STOCK (each time using DRAW 3)	-20*
Every time you recycle the STOCK (each time using DRAW 1)	-100*

*Your score cannot drop below zero (0) in Standard Scoring.

Vegas scoring uses the following rules:

Action	Points
Starting a game	-52
Moving a card to the FOUNDATION	5
DRAW 3 option - You may recycle the STOCK only twice	-
DRAW 1 option - You may not recycle the STOCK	-

Rules (HowTo)

The Game Area

A game consists of three areas of cards:
- FOUNDATIONS: Located in the upper right corner. The FOUNDATIONS are built up from ACE to KING by suit and in sequence.
- TABLAEU: Located across the middle of the window are the seven stacks.   You can place cards on these stacks in descending order, with alternating colors.   Only a King may be moved into an empty column.
- STOCK/ DISCARD: Located in the upper left portion of the window. These are the cards you have not played.   Depending on the Draw3/1 option you have chosen, 3 cards or 1 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.   If you are playing with Standard style scoring, you will be allowed to recycle the DISCARD pile back into the STOCK an unlimited number of times.   Using Vegas style scoring and the Deal 3 option, you may recycle the DISCARD to the STOCK only twice. If you are playing Vegas style scoring and using the Deal 1 option you cannot recycle the DISCARD pile.

Object

Move all cards to the foundation while obtaining the highest score possible.