21 Solitaire

An Introduction To The Program

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If you enjoy this game, please support it!

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Introduction

This program is a collection of solitaire (patience) card games based on a Blackjack theme.   The object of the games is to make Blackjack hands – that is, hands whose cards total 21 in value, where the ace can count as either 1 or 11.   The more Blackjack hands you can make, the higher your score will be.

This is a very different goal than in typical solitaire games such as Klondike or Freecell, where the object is to arrange the cards in a preset order.   So the strategies you will use in the games in this collection are also very different from a typical solitaire.

All of the games in this program were invented by the author specifically for this collection, and are available nowhere else.

Of course, this program offers all of the comforts and conveniences you've come to expect from a state-of-the-art solitaire collection.   Undo, wallpaper, statistics, sound, online help, etc. -- this game includes all the goodies you want and need.

See Also: Background Information
            Feature List
            Games List

Background

In researching this program, it struck me as odd that, in the standard solitaire literature, there are no descriptions of any solitaire based around the game of Blackjack.

There are numerous games based on the notion of making cards add up to a certain number.   For example, in the classic game of Pyramid, the whole point of the game is to remove pairs of cards that add up to thirteen.   There are many other games using other sums of cards.   In fact, a few years ago I created a whole collection of these types of games (Simple Pleasures), featuring games in which the object is to remove cards totaling ten to seventeen.

Likewise, there are a number of solitaires based around the idea of using Poker hands as the theme of a solitaire game.   Indeed, my previous program (Poker Patience Pack) was a collection of just these types of games, a couple of which were standard games, others which I created from scratch.

The games in this collection are thus, by necessity, totally new.   Each of them has been created specifically for this program, and designed to fit within the broad theme of Blackjack.

The games themselves are very different one from another, and offer a good variety.

See Also: Introduction
            Feature List
            Games List

Features

This program offers a large and varied feature set, providing flexibility and ease-of-use.   Some of the many features included in this program:

- A number of variations on the Blackjack solitaire theme, each with unique rules, card movement, and strategy
- Support for 16-color, 256-color, and 16-bit (High Color) graphics
- Hands can be selected at random, or by number
- Statistics for each game, including number of games played, average score, and best score
- High-score list for each game, showing the ten best scores
- Fully-configurable screen background, with a user-selectable color or wallpaper image
- Configurable toolbar, with pop-up hints and flat or raised buttons, can be locked to any window edge
- Multimedia sound effects
- Comprehensive context-sensitive help system
- Undo
- Two card sizes, allowing the game to adapt to nearly any screen size
- Fully-resizable game windows, with card layouts that compress and expand to handle any window size.

See Also: Introduction
Background Information
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Requirements

- This program requires Windows 95 or later.   It was developed under Windows 98, and has been tested under Windows 95, Windows 98, and Windows NT4 Server.
- This program requires at least 640x480x16 video capability; higher resolutions and color depths are highly recommended.
- To utilize this program's multimedia sound, a sound card is required.
- This program requires at least four megabytes of RAM.

Credits

Author

This program was conceived, designed, written, and tested by Randy Rasa.

Tools

- This program was written with Borland C++ Builder v4.
- The game was created with a card game component by Michael McCulloch, and is used with permission.   Michael is the author of "Free Solitaire" and "Solitaire Plus", two great collections of solitaires.   Contact Michael at mmccullo@icx.net, or visit his web site at http://www.goodsol.com/freesol.
- The "large" card images are based on images from Chris Howard's Book, "Programming Games for Beginners",   ISBN 0-672-30313-2.
- The "small" cards are based on cards created by John Roger Taraldsen <johnrt@online.no>, and are used with permission.   Also, check out his fine solitaires at his web site at http://home.sol.no/~johnrt/solitaire.
- This program uses the "HyperGrid" component from Pablo Pissanetzky (http://www.pablop.demon.co.uk) for the statistics and high-scores dialogs.

Appreciation

The following people deserve thanks for lending their knowledge, opinions, suggestions, ideas, and criticisms to the development of this program: Thomas Warfield, Laura Rasa, Michael McCulloch, and Michael Keller.   Thanks, all.   The game wouldn't be nearly as good without your support.

Legalese

Copyright

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This program is shareware.   It is not freeware, and it is not public domain.

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Game Descriptions

JumbleJack

Boggle your mind as you search for as many Blackjack hands as you can within a 4x4 matrix.   Can you find them all before you run out of time?

See Also: How To Play JumbleJack.

Shufflejack

The object of this game is to remove Blackjack hands from the rows and columns of the 5 x 5 grid. When you've removed all the cards you can, click the deck to consolidate the tableau and deal new cards to the empty spaces. If you manage to create more Blackjack hands than there are cards remaining on the table, you get to keep playing, thru ever-more difficult rounds.

See Also: How To Play Shufflejack.

Blockjack

In this game, you start with a 52-card deck, and deal ten cards to the tableau.   Remove hands whose cards total 21.   New cards are automatically dealt from the deck.   If you manage to create more Blackjack hands than there are cards remaining on the table, you get to keep playing, thru seven ever-more difficult rounds.

See Also: How To Play Blockjack.

ColumnJack

Make Blackjack hands within the columns in this delightfully devilish game.   You start with six columns, and each round you lose one.   How long can you survive?

See Also: How To Play ColumnJack.

Blackjack Piles

In this game, you start with a 52-card deck and five empty tableau piles.   Turn over the deck one card at a time, placing the card on any of the five piles.   When a Blackjack hand is created, remove it to free up space in the tableau.   If you manage to create more Blackjack hands than there are cards remaining on the table, you get to keep playing, thru seven ever-more difficult rounds.

See Also: How To Play Blackjack Piles.

Blackjack Squares

Dealing one card at a time into a 3x3 grid, make the best possible Blackjack hands in the six rows and columns of the grid.   If there's a card you don't like, swap it out.   When you're satisfied with the square, cash it in.   Do this five times.

See Also: How To Play Blackjack Pyramid.

Blackjack Pyramid

Within a ten-card pyramid are six three-card mini-pyramids.   Your goal is to rearrange the cards to make the best possible Blackjack hands.   A 52-card deck is used, yielding five 10-card pyramids.

See Also: How To Play Blackjack Pyramid.

See Also: Introduction
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How To Play Blackjack Pyramid
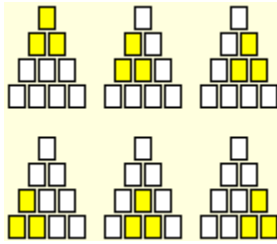
Introduction

Within a ten-card pyramid are six three-card mini-pyramids.   Your goal is to rearrange the cards to make the best possible Blackjack hands.   A 52-card deck is used, yielding five 10-card pyramids.

Getting Started

The game is begun by taking a pack of 52 cards, shuffling it, and dealing the first ten cards face-up onto a ten-card pyramid of non-overlapping cards. The remainder of the cards are kept in the deck for the next round of play.

Object

The object of the game is to rearrange the cards to make the best possible Blackjack hands.

Moving Cards

Cards are re-arranged by swapping them.   To swap two cards, simply pick one up, drag it onto the one you wish to swap with, and drop it.   You may continue moving cards in this way until you're created the best set of six three-card mini-pyramids.   Once you've reached this optimum arrangement, click the deck to cash in the pyramid and deal another.

Mercy

At any point in a hand, you may remove a card from the pyramid, and replace it with one from the deck.   This may be done twice during a hand.   These moves are known as "Mercy #1" and "Mercy #2".   Click the "Mercy" button on the toolbar (a hand, showing either one or two fingers raised).   The Mercy button will then be shown as "down".   Select a card to remove it, or click the Mercy button again to cancel.

Scoring

Each Blackjack hand is worth 21 points.   Each non-Blackjack hand costs you points, more or less depending on how close to a Blackjack (21 points) you came.   For example, if the total of three cards is 22, the value of that hand is "-1" (22 − 21 = 1).   If the total of three cards is 16, the value of that hand is "-5" (21 − 16 = 5).   The total for the entire pyramid is simply the sum of each mini-pyramid. The total for the game is the sum of the five pyramids.

For suggestions on how to improve your scores, refer to the strategy topic.

How To Play Blackjack Squares

Introduction

Dealing one card at a time into a 3x3 grid, make the best possible Blackjack hands in the six rows and columns of the grid.   If there's a card you don't like, swap it out.   When you're satisfied with the square, cash it in.   Do this five times.

Getting Started

The game is begun with a shuffled pack of 52 cards and nine empty tableau positions, arranged as three rows of three cards each.   Move cards one at a time from the deck to any empty tableau position.

Object

The object of the game is to place the cards to make the best possible Blackjack hands in the three rows and three columns of the grid.

Moving Cards

You may move a card from the deck to the tableau by simply clicking on an empty tableau position. You may also drag a deck card onto an empty tableau position.

Swapping Cards

You may "swap out" up to seven cards during the course of a hand.   To do this, simply right-click a tableau card, and select "Swap This Card Out" from the pop-up menu.   The card will be swapped with the bottom card of the deck.

Cashing In A Square

Once you've reached a satisfactory arrangement of cards, click the deck to cash in the square and deal another.   You may do this with five squares.

Scoring

Each Blackjack hand is worth 21 points.   Each non-Blackjack hand costs you points, more or less, depending on how close to a Blackjack (21 points) you came.   For example, if the total of three cards is 22, the value of that hand is "-1" (22 − 21 = 1).   If the total of three cards is 16, the value of that hand is "-5" (21 − 16 = 5).   The total for the entire square is simply the sum of all rows and columns. The total for the game is the sum of the five squares.   Note that the numbers displayed for each row and column are the point values of the hands, and not the final score (e.g. a hand with a point value of 20 will be displayed as "20" rather than its true value of "-1").

For suggestions on how to improve your scores, refer to the strategy topic.

How To Play Blackjack Piles

Introduction

In this game, you start with a 52-card deck and five empty tableau piles.   Turn over the deck one card at a time, placing the card on any of the five piles.   When a Blackjack hand is created, remove it to free up space in the tableau.   If you manage to create more Blackjack hands than there are cards remaining on the table, you get to keep playing, thru seven ever-more difficult rounds.

Getting Started

The game is begun with a shuffled deck of 52 cards.

Object

The object of the game is to create and remove Blackjack hands.

Moving Cards From The Stock To The Tableau

To move a card from the stock to an empty tableau pile, simply click on the empty tableau positions. If there is no empty space on the tableau, click the deck to select it, then click the tableau pile where you're like to move the card to.

Creating A Hand

Hands are created by selecting cards.   A card is selected by simply clicking on it.   When it is selected, it will be shown with a with a gray overlay.   Select from two to six cards to create a Blackjack hand.   When the point total of the cards reaches 21, the hand will be removed from the table (cashed in).   In the early rounds of the game, the top of the deck may also be used as part of a hand.   In later rounds this is not allowed.

Moving Cards Within The Tableau

A space in the tableau may be filled with either the next card from the deck, or by the top of another tableau pile.   To move a card from a tableau pile to an empty space, simply select the card, then click on the empty space.

Ending A Round

When the deck has been exhausted, and no more Blackjack hands can be created, end the round (and move on to the next) be clicking the red box that pops up on the screen..

Rounds

This game is arranged as seven "rounds", each progressively more difficult than the last.   In order to advance from one round to the next, you must cash in more Blackjack hands than cards left on the table.   For example, if you've cashed in fifteen hands, and there are 7 cards left, you may continue. If you do not reach this threshold, the game is over.   The rounds are set up like so:

Round #	Number of Tableau Piles	Deck Can Be Part Of Hand?
1	5	Yes
2	4	Yes
3	3	Yes
4	5	No
5	4	No
6	3	No
7	2	Yes

Scoring

Each Blackjack hand you create earns you one point.   In addition, you may earn a bonus.   If there are three cards left at the end of a round, you earn a bonus of 2 points; if there are two cards left at the end of a round, you earn a bonus of 3 points; and if there is one card left at the end of a round, you earn a bonus of 4 points.   It's not possible to remove all cards.

The number of hands cashed in, plus your bonus, is multiplied by the round number to get a score for that round.   The total score is the sum of all the round scores.

For suggestions on how to improve your scores, refer to the <u>strategy</u> topic.

How To Play Blockjack

Introduction

In this game, you start with a 52-card deck and ten cards.   Remove hands whose cards total 21.   New cards are automatically dealt from the deck.   If you manage to create more Blackjack hands than there are cards remaining on the table, you get to keep playing, thru eight ever-more difficult rounds.

Getting Started

The game is begun with a shuffled deck of 52 cards.   Ten cards are dealt to ten tableau piles.

Object

The object of the game is to create and remove Blackjack hands.

Creating A Hand

Hands are created by selecting cards.   A card is selected by simply clicking on it.   When it is selected, it will be shown with a with a gray overlay.   Select from two to ten cards to create a Blackjack hand.   When the point total of the cards reaches 21, the hand will be removed from the table (cashed in), and new cards will be dealt to take their place.

If You Get Stuck

If there are no more hands that can be made within the tableau (or if you don't like the available hands), click the deck to deal another card onto each tableau pile.

Moving Cards Within The Tableau

If you reach the end of the game and have open and available spaces within the tableau, and another tableau pile contains more than one card, you may move a card to an open space. To move a card from a tableau pile to an empty space, simply select the card, then click on the empty space.

Ending A Round

When the deck has been exhausted, and no more Blackjack hands can be created, end the round (and move on to the next) be clicking the red box that pops up on the screen.

Rounds

This game is arranged as eight "rounds", each progressively more difficult than the last.   In order to advance from one round to the next, you must cash in more Blackjack hands than cards left on the table.   For example, if you've cashed in fifteen hands, and there are 7 cards left, you may continue. If you do not reach this threshold, the game is over.   The rounds are set up like so:

Round #	Number of Tableau Piles
1	10
2	9
3	8
4	7
5	6
6	5
7	4
8	3

Scoring

Each Blackjack hand you create earns you one point.   In addition, you may earn a bonus.   If there

are three cards left at the end of a round, you earn a bonus of 2 points; if there are two cards left at the end of a round, you earn a bonus of 3 points; and if there is one card left at the end of a round, you earn a bonus of 4 points.   It's not possible to remove all cards.

The number of hands cashed in, plus your bonus, is multiplied by the round number to get a score for that round.   The total score is the sum of all the round scores.

For suggestions on how to improve your scores, refer to the <u>strategy</u> topic.

How To Play Shufflejack

Introduction

The object of this game is to remove Blackjack hands from the rows and columns of the 5 x 5 grid. When you've removed all the cards you can, click the deck to consolidate the tableau and deal new cards to the empty spaces. If you manage to create more Blackjack hands than there are cards remaining on the table, you get to keep playing, thru seven ever-more difficult rounds.

Getting Started

The game is begun with a shuffled deck of 52 cards. Twenty-five cards are then dealt to the tableau, which is arranged as a square with five rows of five cards each.

Object

The object of the game is to create and remove Blackjack hands.

Creating A Hand

Hands are created by selecting cards. A card is selected by simply clicking on it. When it is selected, it will be shown with a gray overlay. Select from two to five cards to create a Blackjack hand. When the point total of the cards reaches 21, the hand will be removed from the table (cashed in).

If You Get Stuck

If there are no more hands that can be made within the tableau (or if you don't like the available hands), click the deck. The tableau will then be consolidated. Basically, this means that spaces will be filled, starting at the first tableau, with cards from the last tableaus. For example, if the first tableau position is empty, and the last position is filled, the card from the last tableau will be moved to the first tableau. When the tableau has been consolidated, cards are dealt from the deck into the empty tableau positions.

Ending A Round

When the deck has been exhausted, and no more Blackjack hands can be created, end the round (and move on to the next) be clicking the "Next" button on the toolbar.

Rounds

This game is arranged as as series of "rounds", each progressively more difficult than the last. In order to advance from one round to the next, you must cash in more Blackjack hands than cards left on the table. For example, if you've cashed in fifteen hands, and there are 7 cards left, you may continue. If you do not reach this threshold, the game is over.

Each round is progressively more difficult. The difficulty is increased by "locking" a tableau position – one for each round past the first. A tableau position that is locked may not be selected, or included as part of a hand. Note that it is the tableau position, and not the card in the tableau position, that is locked. After consolidation, you may well end up with another card in the locked position.

The tableau positions remain locked as long as the deck contains cards. As soon as you remove the last card from the deck, the tableau positions are unlocked, and the cards may be selected and used in Blackjack hands.

Scoring

Each Blackjack hand you create earns you one point. In addition, you may earn a bonus. If there are three cards left at the end of a round, you earn a bonus of 2 points; if there are two cards left at the end of a round, you earn a bonus of 3 points; and if there is one card left at the end of a round,

you earn a bonus of 4 points.   It's not possible to remove all cards.

The number of hands cashed in, plus your bonus, is multiplied by the round number to get a score for that round.   The total score is the sum of all the round scores.

For suggestions on how to improve your scores, refer to the <u>strategy</u> topic.

How To Play JumbleJack

Introduction

Boggle your mind as you search for as many Blackjack hands as you can within a 4x4 matrix.   Can you find them all before you run out of time?

Getting Started

The game is begun with a shuffled deck of 52 cards.   Sixteen cards are then dealt to the tableau, which is arranged as a square with four rows of four cards each.

Object

The object of the game is to create as many unique Blackjack hands as possible within the tableau. A hand must be made of cards that are adjacent -- either horizontally, vertically, or diagonally.

Creating A Hand

Hands are created by selecting cards.   A card is selected by simply clicking on it.   When it is selected, it will be shown with a gray overlay.   Select from two to seven cards to create a Blackjack hand.   When the point total of the cards reaches 21, the hand will be automatically cashed in, and the cards will be deselected.

The Game Timer

The game timer starts at 75 seconds and counts down.   When times runs out, you can no longer select cards.   The "Pause" button will allow you to temporarily halt the game.   Click the "Pause" button again to restart the timer.

Ending A Jumble

When the game timer has expired, you can move on to the next 4x4 grid by clicking on the "Next" button.

Rounds

This game is arranged as as series of "rounds", each progressively more difficult than the last.   In order to advance from one round to the next, you must accumulate at least 100 point in each 3-grid round.   If you do not reach this threshold, the game is over.

Each round is made progressively more difficult by reducing the amount of time you have to complete a grid.   For each round you survive, the time will be decreased by five seconds.   For the first round, you have 75 seconds.   For the second round, you have 70 seconds, then 65 seconds, then 60, and so on.

Scoring

Each Blackjack hand you create earns you points, based on the number of cards in the hand. Longer hands are worth more points, but require more time to create.   Smaller hands can be made quickly, but aren't worth much.   A two-card hand is worth one point; a three-card hand is worth two points; a four-card hand is worth three points, and so on.

In addition, you may earn a bonus.   For each point over 100 in a round, you earn a bonus of one point, multiplied by the round number.   A bonus can also be earned by completing a round early.   If you end a round with time left on the clock, you get one point for each second remaining.   Again, this is multiplied by the round number for a total bonus.

For example, if you end round #1 with 150 points and 10 seconds remaining, you'll get a bonus of 60 points (150 – 100, plus 10, times 1).   If you manage to do the same thing in round #2, you'd get a

bonus of 120 points.

Your point total is added to your bonus to get a score for that round.   The total score is the sum of all the round scores.

For suggestions on how to improve your scores, refer to the <u>strategy</u> topic.

How To Play ColumnJack

Introduction

Make Blackjack hands within the columns in this delightfully devilish game.   You start with six columns, and each round you lose one.   How long can you survive?

Getting Started

The game is begun with a shuffled deck of 52 cards and six empty tableau piles (columns).

Object

The object of the game is to create as many unique Blackjack hands as possible within the columns. A hand must be made of cards that are within the same tableau column.

Creating A Hand

Hands are created by moving cards form the deck to a tableau column.   To do so, simply click on the tableau and the card will be moved.   Blackjack hands are automatically recognized and immediately cashed in.

Ending A Round

When the deck has been exhausted, and no more Blackjack hands can be created, end the round (and move on to the next) be clicking the "Next" button on the toolbar.

Rounds

This game is arranged as as series of "rounds", each progressively more difficult than the last.   In order to advance from one round to the next, you must cash in more Blackjack hands than cards left on the table.   For example, if you've cashed in fifteen hands, and there are 7 cards left, you may continue.   If you do not reach this threshold, the game is over.

Each round is progressively more difficult.   The difficulty is increased by eliminating one tableau column for each round played.   That is, for the first round you'll have seven columns, for the second round you'll have five columns, and so on.

Scoring

Each Blackjack hand you create earns you one point.   In addition, you may earn a bonus.   If there are three cards left at the end of a round, you earn a bonus of 2 points; if there are two cards left at the end of a round, you earn a bonus of 3 points; and if there is one card left at the end of a round, you earn a bonus of 4 points.   It's not possible to remove all cards.

The number of hands cashed in, plus your bonus, is multiplied by the round number to get a score for that round.   The total score is the sum of all the round scores.

For suggestions on how to improve your scores, refer to the strategy topic.

Statistics

Statistics

This program keeps track of a number of statistics for each game, including the number of hands played, average score, and best score.   These stats can provide you with feedback as to how well you are playing, and give you an incentive for improvement.

Clearing The Statistics

The statistics can be cleared by clicking on the "Clear" button in the statistics dialog.   If you answer "yes" to the "Are you sure?" question, all statistics will be reset.

Improving Your Scores

For hints on improving your scores, refer to the <u>strategy</u> section.

High Score List

High Scores

This program keeps track of the ten best scores for each game, and displays them in this list.   You can view the high scores for different games by selecting the name of the game in the drop-down list at the top of the window.

Note: If you've been evaluating the shareware version of this program for more than 30 days, you'll only be able to see the top one score.   Please <u>register</u> to be able to view the entire list..

Clearing The High-Score List

The high scores for all games can be cleared by clicking on the "Clear" button in the high scores dialog.   If you answer "yes" to the "Are you sure?" question, all high scores will be reset.

Submit To Web

You can submit your statistics to the 21 Solitaire web site and see your statistics on the 21 Solitaire top scores list.   Just click on the "Submit to web button" in the statistics dialog.

Type in your name, city-state-country, and email addresses in the boxes provided.

Click on the "Copy Statistics to Clipboard" button to copy your statistics to the Windows Clipboard.

Then, while on the Internet go to http://www.goodsol.com/21sol/stats/submit.html.   Use Control-V to paste the statistics into the form on the web page.

Or, as an alternative, you can email your statistics to stats@goodsol.com.   Use Control-V to paste the statistics into the body of the email message in your email software.

To see the latest scores on the web, go to http://www.goodsol.com/21sol/stats/.

Strategy

Each of the games in this program is different, and require their own strategy.   For the most part, you'll come up with your own winning strategies on your own, through hard-won experience.   Nevertheless, here are a few suggestions for each of the games, as well as some general suggestions and reminders:

JumbleJack

Methodically work through all the combinations, being especially alert for larger hands, because they're worth more.   But as soon as you feel you've found all the "easy" hands, go ahead and click the "next" button – whatever time you have left will be added to the next jumble, and if you reach 100 with lots of time left, you'll have yourself a nice big bonus, especially in later rounds.

Shufflejack

In this game, it's often difficult to visualize how the cards will shift when consolidated, so feel free to make liberal use of the "undo " button to mazimize your score by experimenting with different combinations.   In general, try to hold the aces until the end of a round, since they offer the most hand combinations.

Blockjack

This is a pretty simple game and doesn't require a great deal of strategy.   Don't forget that you can deal multiple cards onto each pile (by clicking the deck), and just because a particular hand is available doesn't mean you have to play it.   Sometimes you're better off holding back until later in the round.

ColumnJack

Try to keep the columns as short as possible, only using one ten-point card and one other card per column.   Obviously, this is only possible in the earlier rounds – in later rounds you have few choices.   Again, "undo" can be your friend – don't be afraid to use it.

Blackjack Piles

At first glance this game seems similar to ColumnJack, and indeed they share many features.   But strategy in the two games is often very different.   In Blackjack Piles, it's usually best to reserve one pile for each card value.   That is, all ten-pointers go in one pile, all nines in another, etc.   This way, you maximize your chances of having the necessary cards available when you need them.   And don't forget that you can use the deck in the first few rounds!

Blackjack Squares

Strategy in this game is pretty straightforward, but is complicated by the need to build hands in two directions at once.   If you get an ace early in a square, put it in the center position, with the intent of building a "cross" of 10-A-10 in the middle or and middle column.   And if you get a totally unusable card, don't fret – you can swap it out (by right-clicking the card and selecting "swap").

Blackjack Pyramid

This game is very much a puzzle, and figuring out the best arrangement of the six overlapping and inter-related mini-pyramids can be a definite challenge.   But don't forget the two "mercies'" available if you get stuck.

Sound

This program produces a number of sounds, such as when the cards are shuffled, picked up, and set back down.   These sounds are built into the game, and may not be changed.

If you're prefer that the program run silently, uncheck the "Sound Enabled" option in the <u>Options</u> dialog.

Options

General Options

Large/Small Cards – This option allows you to select either "large" (72 x 100) or "small" (45 x 63) cards.   The large cards look much nicer than the small cards, but take up more screen real estate. If you're running at 640x480, you'll probably need to use the small card size.

Sound Enabled – This program produces a number of sounds, such as when the cards are shuffled, picked up, and set back down.   Normally, this enhances the gameplay, but if you're playing in a quiet environment, such as a library or office, and you don't want to reduce your speaker volume, you may want to simply mute the game.   The "Sound Enabled" option does that for you.

Confirmations Enabled – By default, the program will ask for your confirmation when you start to do something that can't be undone, such as dealing a new hand when the current hand is not yet finished.   If you'd prefer that the program not ask for your confirmation in these instances, uncheck the "Confirmations Enabled" box.   (Note: Disabling confirmations also bypasses the initial "welcome" dialog in multi-round games.)

Background

This set of options allows you to customize the appearance of the program.   The left-hand side of the dialog gives you a preview of how your background choices will look in an actual game.

Solid Color – Select this option if you're running on a low-color computer, or simply don't want to be distracted by fancy backgrounds.   Click the "Edit…" button to select a color.

Gradient – Select this option for a nice color gradient background, selectable for either vertical or horizontal, and with user-selectable starting and ending colors.   Selecting "High Quality" may make the gradient appear better on high-color systems.

Wallpaper – The program comes with a number of built-in wallpaper patterns.   Simply select one of the names from the list, and view it in the preview window on the left.

Bitmap – In addition to the standard wallpaper images included with the program, you can also select a custom wallpaper bitmap.   Click the "Browse…" button to search thru your hard disk for an appropriate image.

How To Contact The Publisher

Publisher Information

Goodsol Development
PO Box 9155
Springfield IL   62791-9155   USA

World Wide Web

http://www.goodsol.com

Internet E-Mail

support@goodsol.com

Register This Program

Register Online
Register By Mail
Register By Phone
Register By FAX

Your comments, criticisms, suggestions (and of course, registrations) are always welcome.   If you think of something that would make the game better, we'd like to hear it!

This program has been thoroughly tested and debugged, but with the wide range of hardware and software that Windows supports, problems are always possible. If you're having any difficulties with this game, please let us know about it, and we'll do our very best to help. Please describe the problem in as much detail as you can, and include information about your computer's configuration.

The latest version of this game, as well as a large number of other games, is available from the web site above.

About The Author

Randy Rasa has been writing and inventing solitaire games for many years, and is the author of a number of shareware solitaire games. He also maintains two popular and useful web sites:

Solitaire Central – http://www.solitairecentral.com

A central resource for solitaire and patience card game enthusiasts, with solitaire information, an online solitaire rulebook, a solitaire FAQ, and a huge number of links to solitaire for Windows, DOS, Macintosh, Windows CE, PalmPilot, the web, and other platforms.   Solitaire Central also contains information and downloads for all of the author's shareware solitaire games.

The House Of Cards – http://thehouseofcards.com

The very best in card game and playing card information, with links to information and software for all types of card games, as well as information on playing cards themselves, card collecting, and card manufacturers.   Special sections for online card games and WebTV-compatible card games.

How To Register

Select the "Register" menu, or click the "Register" button in the "About Box" to bring up the Order Screen.   Read and follow the directions to register on the web, by e-mail, by phone, by fax, or by mail.

The registration price for this program is only $15 (plus $5 shipping if you would like the latest version sent on CD-ROM).   This program is shareware, and if you use it for longer than a 30 day evaluation period, you must register the program.   Supporting shareware development will result in better programs.

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 21 Solitaire. This process will get rid of the registration notices.   (Your registration code will be sent by e-mail if you specify an e-mail address; otherwise, it will be sent by regular mail).   If you include the $5 shipping fee, additionally you will be sent by mail the latest version on CD-ROM with your registration code.

• Free upgrades to 21 Solitaire.   The latest version is always available for download at http://www.goodsol.com.

• Technical support, via e-mail to support@goodsol.com.

• The eternal gratitude of the author and publisher.

Registration Options

Register Online
Register By Mail
Register By Phone
Register By FAX

Australian/New Zealand Orders

Order by Cheque, Money Order, Bankcard, Mastercard, Visacard, or American Express in Australian dollars.
Australian Order Form

Ordering Questions or Technical Support

Ordering questions: email to orders@goodsol.com
Technical support: email to support@goodsol.com

Register Online

Order online by secure server!

VISA, MasterCard, Discover, and American Express accepted.

http://www.goodsol.com/21sol/orderonline.html

Register By Mail

21 Solitaire   (version 1.0.1)

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 the **Print** button above.

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: no disk   (registration code sent by email or mail) $15
                  with disks   (registration code sent by email or mail,
                                    shipping for CD-ROM) $15+$5 = $20

Select one: _____ No CD-ROM ($15)   _____   CD-ROM ($20)

Name_____

Address_____

City_____State/Province_____

Zip Code/Postal Code_____Country_____

E-Mail address_____
                          (for quick receipt of registration code- please print clearly)

___ Check here to be put on the E-Mail Newsletter mailing list for information about new versions.

Where did you hear about or find 21 Solitaire?

_____

Suggestions:

_____

_____

Register By Phone

Two different ways to call

Call Regsoft.com

Call Regsoft.com at 1-877-REGSOFT   (1-877-734-7638) (this is a toll-free number just like a 1-800 number). Regsoft.com is open regular Eastern Time USA business hours.

The product numbers are: 21 Solitaire   product number (without CD-ROM) #13012, with CD-ROM #13013.

This number is for [Regsoft.com](http://www.regsoft.com)!ExecFile(`http://www.regsoft.com',,0,), an order taking service.   They cannot help you with technical support questions.   For technical support, contact support@goodsol.com. Questions about orders or order status go to orders@goodsol.com.

Call Register Now!

Call Toll-Free   1-877-353-7297
Note: 877 numbers are toll-free numbers just like 1-800 numbers.

Order Product #1505-13
21 Solitaire

You will have the choice of without CD-ROM $15, with CD-ROM $20

VISA, MasterCard, Discover, and American Express accepted.   Call 12:30 pm to 7:30 pm Eastern Standard Time, Monday to Friday.

This number is for Register Now!, an order taking service.   They cannot help you with technical support questions.   For technical support, contact support@goodsol.com.   Questions about orders or order status go to orders@goodsol.com.

Important Note: There is a $3 phone order surcharge for phone orders thru Register Now.   There is no surcharge for phone orders thru Regsoft.com above.

Register By FAX

21 Solitaire   (1.0.1)

To print this form, click on the Print button above.

Fill out the form and fax it to:

Register Now! (Universal Commerce, Inc.)
Fax Number - 425-392-0223

21 Solitaire - product #1505-13 $15
Check here for optional shipment of program on CD-ROM   ($5 shipping/handling)

_____

Total   (Circle one) $15 or $20

Note: Register Now! charges an an additional $2.50 fax ordering fee.

Name_____

Address_____

City_____State/Province_____

Zip Code/Postal Code_____Country_____

E-Mail address_____
                (for quick receipt of registration code- please print clearly)

Credit Card information:

_____VISA   ____   MasterCard   _____   Discover   ____ American Express

Credit Card Number - _____   Exp Date _____

Signature _____

Thanks for ordering 21 Solitaire from Goodsol Development!

Australian Order Form
21 Solitaire v1.0.1

21 Solitaire is available in Australia/New Zealand from our local distributor Shareware-Australia.
Standard registration entails receiving an unlock code.

The price is Australian $ 25.00
Postage and handling (if you require the program on disk) is Australian $ 8.00

You can order by phone, fax, email, or postal mail.

Fax your order to   (02) 9565-2362
Phone your order to   (02) 9565-2339

Email your order to   sales@shareware-australia.com

Visit our web site   http://www.shareware-australia.com

Mail your order to   Shareware-Australia
                 PO Box 1075
                 Maroubra NSW 2035

Payment can be made by Cheque, Money Order, Bankcard, Mastercard, Visacard, or American Express.

Name:_____

Address: _____

Address2: _____

Phone: _____Fax: _____ Email: _____

Paid by Cheque/Money Order [ ]   Credit Card [ ]

Credit Card No. _____

Expiry Date: _____   Signature: _____

Please supply

__ copies of 21 Solitaire @ AU$25.00 each $_____

Postage & Handling for disk if needed AU$8.00 $_____

                              Total $_____

"About" Box

This dialog box shows the program version, and provides quick links to some useful web sites.

You can click on the <u>Register</u> button to enter your registration code.

Revision History

v1.0.1 06/28/1999
- Added Auto Save / Auto-Restore feature -- Games in progress are automatically saved to disk when you exit, and automatically restored when you play again. This feature may be disabled in the "Options" dialog.
- The main window is now hidden while games are in progress.
- The program now correctly recognizes 32-bit true-color video mode.
- Fixed a statistics problem in Blackjack Squares.

v1.0.0 06/01/1999
- Initial public release.

Registration Dialog

Here's where you enter the registration code you will receive as a registered user of this program.   Once you enter the correct code, you need never see the shareware reminder screen again.

Select Hand

Use the spin button, or type in a number, to select a specific hand number, in the range of 0 to 32767.