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Auld Lang Syne

AULD LANG SYNE: The object of Auld Lang Syne is to build up the foundations regardless of suit from ace to king. Play consists of dealing the deck in groups of four cards to the tableau and then playing available cards to the foundation. The bottom cards of each column are available for play.

To deal the cards, click on the card back (red). Click on a card on the tableau to move it to the foundation.

This game is very difficult to win. The average score is in the low 20s.



Black Hole

BLACK HOLE is a one deck game of solitaire. The object is to play all of the cards in the tableau to the one foundation. Cards are played to the foundation regardless of suit in sequence either up one or down one with wrapping from Ace to King. For example, you could play the following sequence: K A 2 3 4 3 2 A K Q, etc. Play consists of clicking on any available card to move it to one of the foundations. Available cards are the bottom card in each column. Once you click on a card, it will be moved automatically to the foundation.

Chances for winning this game are 1 in 25. The average score is 20 to 25.



Double or Quits

The object of DOUBLE OR QUILTS is to build up the one foundation in the following doubling sequence: A 2 4 8 Q J 9 5 7.

To play, click on the deck to turn cards over. Cards can be moved from the reserves or waste pile by clicking on the card face. Cards from the waste can be moved to an empty reserve. Kings are dead cards, and once placed in the reserve, may not be moved. You are allowed two redeals.

The chances for winning this game are 3 in 4. The average score is 45.



Five Piles

FIVE PILES is a one deck game of solitaire. The object of the game is to discard all of the cards by thirteens. Click on the deck of cards to deal 5 cards at a time. Then click on any pairs that total thirteen (i.e. 7 and 6). Kings (13) are removed separately. Jacks count 11 and Queens 12. Continue in this fashion until all of the cards are dealt.

The chances for winning this game are very low. The average score is 28.



Fourteen Out

FOURTEEN OUT is a one deck solitaire game. The object is to remove all the cards in the layout in pairs that total 14. Aces = 1, Kings = 13, Queens = 12 and Jacks = 11. Only the bottom card of each column is available for play.

The chances for winning this game are 2 out of 3. The average score is 44.



Golf

GOLF: The object of Golf is to play off all the cards in the layout to the one foundation. Only the bottom card in each column is available for play. Cards may be played on the foundation regardless of suit and may go up or down in sequence. For example, you may play this series: 2-3-4-5-4-3-4. However, the only card you may play on an ace is a two, and no cards may be played on a king. When you cannot play any more cards from the layout, click on the card deck to play a new card to the foundation. Continue in this fashion until the game is won or the deck is exhausted.

The chances for winning this game are 1 in 25. The average score is 42.



Nestor

NESTOR is a one deck game of solitaire. The object of the game is to discard all of the cards by pairs. Available cards include any of the four cards at the bottom of the screen or any card that is at the bottom of a column. Click on two cards that are the same to discard. Continue until there are no more plays. The game is won if all 52 cards are discarded.

The chances for winning this game are 1 in 20. The average score is 25.



Quadrille

The object of QUADRILLE or CAPTIVE QUEENS is to put the fives and sixes on the foundations as they become available. Then build the sixes up by suit to Jacks and the fives down in suit to King. The Queens are dead cards and are discarded in the Queens pile.

To play, click on the deck to turn over the cards one by one. Then click on a card in the waste pile to move it to a foundation. Two redeals are allowed.

This game is very easy to win. The average score is 50.



Robert

The object of Robert is to play all the cards to the one foundation. Cards may be built in sequence up or down irregardless of suit. For example, you might have this sequence: 2-3-2-A-K-Q-K-A.

To play, click on the deck to turn cards one by one. Then click on the waste card to play to the foundation if possible. Two redeals are permitted.

This game is difficult to win. The average score is about 25.



Thirteens

THIRTEENS is a one deck game of solitaire. The object of the game is to discard all of the cards by thirteens. Click on any pairs that total thirteen (i.e. 7 and 6). Kings (13) are removed separately. Jacks count 11 and Queens 12. Continue in this fashion until there are no more moves.

The chances for winning this game are 2 in 3. The average score is 40.



Treasure Trove

The object of TREASURE TROVE is to build the foundations in suit regardless of order. The first card in the first foundation is played for you. You may then move any other cards available for play to this same foundation that have the same suit. On each lower foundation, you may play only cards that have the same rank as in the foundation above.

To play the game, click on the stock to turn cards by 3 into the waste pile. Likewise, click on a card in the waste pile or one of the reserves to move it to a foundation. There are unlimited redeals.

Chances for winning this game are 1 in 10. The average score is 28.



Triangle

Triangle is like the solitaire game Pyramid only the layout of the cards is reversed. The object is remove all the cards in pairs that total thirteen. Kings (13) are removed singly. Queens have a value of 12 and jacks a value of 11.

Click on the deck to deal cards two at a time to the two waste piles. Remove any pairs either from the layout or waste piles that total thirteen. Only the bottom cards of the waste piles or the exposed cards from the layout are available for play. Continue until the game is won or the game is blocked. There are no redeals.

This game is difficult to win. The average score is 22.



Vertical

VERTICAL is a one deck game of solitaire. The object of the game is to discard all of the cards by pairs. Available cards include any of the ten cards at the bottom of the screen or any card that is at the bottom of a column. Click on two cards that are the same to discard. Continue until there are no more plays. The game is won if all 52 cards are discarded.

Chances for winning this game are 1 in 5. The average score is 36.



Game Menu

NEW GAME: Use this option to start a new game. The cards will be shuffled.

REPLAY: Play the same game with the cards in the same order. The cards will not be shuffled.



Stats Menu

Selecting this option from the menu will show you the number of games you have played, your high score, your average score and the number of times you have won the game. Pressing ZERO SCORES will reset these values.



File Requirements

This program uses the following files which must be kept in the same directory:

BAKER.EXE
BAKER.HLP
SPACE.WAV

The following files are installed in your WINDOWS\SYSTEM directory:

VB40032.DLL
VEN2232.OLB
OLEPRO32.DLL
MSVCRT20.DLL
MSVCRT40.DLL

System Requirements:

Microsoft Windows 95
VGA
Hard drive
Mouse



Registration

To register BAKERS DOZEN, please send a registration fee of \$10.00 (check or money order) along with your name and address to:

TRACKER SOFTWARE
2626 FAIRWOOD DRIVE
CLEVELAND, OH 44124

To facilitate this process, you may use the order form included with the program under the FILE MENU.

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