# Four Seasons

Welcome to Four Seasons, a solitaire game of skill, luck, and strategy!   Select one of the following topics for more information ...

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How To Play The Game (Rules)
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## Registration

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**If you enjoy this game, please support it!**

## Four Seasons Introduction

Four Seasons is a standard one-deck solitaire also known as "Corner Card" and "Vanishing Cross". <u>Solitaire and Patience Games</u> lists the odds of winning at 1 in 10 games, though I've found that I can easily win half of the games with judicious use of the undo feature (yes, that may be considered cheating in some circles, but it does make the game a bit less frustrating!).

## How To Play Four Seasons

The game of Four Seasons is begun by dealing five cards to the <u>tableau</u> and one to the upper left <u>foundation</u>. The remaining cards form the <u>stock</u>. The <u>wastepile</u> is initially empty.

The first foundation card forms the basis of all the other foundations.   That is, the <u>rank</u> of the first foundation card is the starting rank of the other foundations. For example, if the first foundation card is a seven of hearts, the other three foundations will also begin with a seven.   Each foundation is built up in <u>suit</u> until it contains thirteen cards, wrapping around from king to ace as necessary.   For example, with a starting card of seven, the sequence of cards built to the foundations will be:

<p align="center">7-8-9-10-J-Q-K-A-2-3-4-5-6</p>

The tableau cards are available for play at any time, and may be moved (one card at a time) to the foundations or to another tableau pile.   The tableau piles may be built down in rank, regardless of suit.

The cards in the stock are available for play to the foundations, the tableau, or to the wastepile.   The wastepile is used as a sort of temporary holding area for cards that have no other home. The top card of the wastepile may be moved to either the foundations or tableau.

The object of the game is to complete the four foundations. Do this and you win!   Good luck.



 You may **peek** into the wastepile, a tableau, or a foundation by positioning the mouse cursor over a card and clicking the right mouse button.   Right-clicking the stock moves the top card to the wastepile

## Four Seasons Menu Commands

Note: In the registered version of Four Seasons, the last item in the "Help" menu will be "Un-Register".   Clicking this will allow you to convert the registered version of Four Seasons back to the shareware version.

Game Menu
    New Hand
    Redeal Same Hand
    Practice Games
    Top Ten Scores ...
    Session Stats ...
    Exit

Options Menu
    Undo
    Auto Move
    Preferences ...
    Sound
    Music

Help Menu
    Contents
    How To Register
    How To Contact The Author
    Register ...
    Print Registration Form ...
    About ...

# Top Ten Scoring List

Four Seasons keeps track of your top ten scores, displaying the list in decreasing order, with your most recent game (that made the list) highlighted.

You can clear all of your statistics, including the top ten list, by selecting the "Clear Stats" button.   Since clearing your stats is something that you wouldn't want to do by accident, you'll be asked to verify your choice before proceeding.

Note: *The Top Ten list is really only useful when the* "*challenge*" *scoring method is selected (see* Preferences*).*

# Four Seasons Preferences

The Preferences dialog box allows you to set a number of options that dictate how the game operates. These options are saved to disk so that they are remembered between program runs.

There are a number of configurable options:

### Auto Speed

This determines how fast the "auto move" function operates.   Select "One Move At A Time" if you'd like to single-step thru each of the moves.

### Error Handling

This option determines what action is taken when you attempt to make an illegal move. You can have the program beep and/or display a dialog box that explains the error.   It is recommended that you display the message while you are learning the game, and disable it once you're familiar with the rules.

### Win/Lose Action

This option determines what action is taken at the end of a game. If "Display 'Lose' Dialog" is checked, then a concillatory message will be displayed when you lose a game. If not checked, then no comment will be made.   If "Display Top Ten List" is checked, then the top ten list will be displayed after each game.

**Note**: If you make the top ten, the above options are essentially ignored -- you will be asked to enter your name, and then you will be shown the top ten list so that you can see how you rank.

### Scoring

Traditional scoring counts one point per card.   Challenge scoring uses a different method to compute your score. You get five points per card, plus five points per "run".   That is, if you can manage to move more than one card in succession to the foundations, you'll get five points plus another five points for each card in the run.

For example, suppose you can move four cards in a row to a foundation.   The first card will be worth five points.   The second card will be worth 10 points, the third would be worth 15, and the fourth 20.

Challenge scoring drastically changes the strategy involved in playing the game.   You are no longer just moving as many cards as you can to the foundations.   You are now setting up runs of as many cards as possible.   Makes the game much more exciting!

### Use Textured Dialogs

Use this check box to enable or disable the background image that appears in most dialogs.   I think it looks cool, but if it annoys you, or looks bad on your system, turn it off ...

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## Four Seasons Sounds

Four Seasons has the ability to play various sounds in response to your actions.   This requires a Windows-compatible sound board, or the Microsoft speaker driver (which produces rather poor sound, but does work ...).   If you don't have a system capable of playing WAV sounds, the "Sound ..." menu item will be disabled.

The sound can be configured by selecting "Sound ..." from the "Options" menu.   This will bring up a dialog box in which each sound may be individually enabled, disabled, or tested.

Four Seasons uses the following sound files:

> FS_1.WAV       "Solitaire" in the About dialog
> FS_2.WAV       "Lose" sound
> FS_3.WAV       "Error" sound
> FS_4.WAV       "Card" sound
> FS_5.WAV       "Win" sound
> FS_6.WAV       "Top Ten" sound

If you don't have a way to play sounds on your computer, you may delete these files to save disk space.

If you don't like one of the sounds, you may delete it, or replace it with one of your own.   To do this, simply rename the wave file you wish to use to the appropriate name above.

### Registration Bonus!

When you register Four Seasons, you will receive more sounds to use with the game.   These sounds will be automatically recognized by Four Seasons, and will play at random to provide a bit of aural variety.

## Four Seasons Music

Four Seasons has the ability to play background MIDI music while a game is in progress. This requires a Windows-compatible sound board.   If you don't have a system capable of playing MIDI music, the "Music ..." menu item will be disabled.

The music can be configured by selecting "Music ..." from the "Options" menu.   This will bring up a dialog box in which the music may be enabled or disabled, and the song selected.

Four Seasons comes with four songs: FS1.MID, FS2.MID, FS3.MID, and FS4.MID.   You may add other songs by simply copying the .MID files into the Four Seasons directory.   The game will automatically recognize them and allow you to select among them.

## Four Seasons Button Bar

| | |
|---|---|
| 🚗 | Auto |
| ✏️ | Undo |
| ☰ | Preferences |
| 🏆 | Top Ten |
| 🂠 | New Hand |
| 🚪 | Exit |

The button bar provides an alternate (and often quicker, compared to the menu) way to access commonly-used functions.   The button bar consists of a column of icons that depict the action each button performs, as well as a text description of the button.   **Click on one of the buttons at the left for more information.**

## Four Seasons Revision History

**v1.00 09/12/93**
- First public release.

**v1.01 09/23/93**
- Bug Fix: Program was not automatically dealing a new game after winning.
- Added a "boss" key (Esc).

**v1.02 11/07/93**
- Corrected Internet address.
- Fixed "minimized/close" bug.
- Several small speed improvements.
- Added "session stats" feature.

**v1.03 03/31/94**
- Added WAV sounds!
- Added extra sounds as registration bonus.
- Added the "Un-Register" menu item.
- Fixed "subscript out of range" error.
- Corrected BBS.LST file.

**v1.04 05/15/94**
- Fixed problem where the first card sometimes could not be dragged to a foundation.
- Added further protection against the "subscript out of range" error ... don't know if this fixes it once and for all, so please let me know if you see this error!
- Only enable the "sound" menu item if digital sound is possible.

**v1.05 06/15/94**
- Fixed problem with strange "black lines" in front of graphics using some video cards (primarily Trident and Video 7).
- Added a sound configuration dialog box, so that each sound may be individually enabled, disabled, or tested.
- Made "OK" the default button in the "Top Ten" and "Preferences" dialogs (thanks to Karl Schmitz for this suggestion!).
- Corrected pricing error in registration form.

**v1.06 02/19/95**
- Updated author contact info.
- Added "Peeking" feature.

**v1.07 09/05/95**
- Added MIDI "music" option.

- Updated author contact info.
- Added credit card registration option.
- Added VENDINFO.DIZ.

### v1.08 01/28/96

- Added Windows Setup program.
- Deleted BBS.LST, CATALOG.TXT, and FS.TXT.

### v1.09 08/01/96

- Updated author contact info.
- Re-designed help file.
- Added context-sensitive help.
- Removed FS.FRM.
- Added "Print Registration Form" dialog.
- Combined "Reminder" and "About" dialogs.
- Eliminated need for THREED.VBX.
- By popular demand, made main window re-sizable.
- Added hotkeys (e.g. "A" = Auto Move).   The hotkeys are indicated by underlined characters on the button bar.
- Added code to ensure that Four Seasons is started up with its main window completely on-screen.

### v1.10 09/02/96

- Added support for textured dialogs.
- Added "Help" buttons to most dialogs.
- Added ability to right-click on the stock to quickly move the top of the stock to the wastepile.
- Added info on Chinese Solitaire.
- Fixed problems with re-strarting and stopping background music.

### v1.11 05/24/97

- Fixed problem where "Display Top Ten List" setting was not being stored to INI file.
- Changed "textures" option default to "no".
- Added "Registered User!" button to registration form.
- Added "Mount Sunflower" to registration form.
- Added "Mount Sunflower" info to help file.
- Added "nag screen"; if the game is not registered within 30 games or 50 hands, you'll be gently reminded periodically.
- Added Compuserve SWREG info to help file.

# Shareware By Randy Rasa

If you enjoy Four Seasons, these are sure to tickle your fancy as well. At the time of this writing, my other games include:

**Chinese Solitaire**
    This is a brand new game, suggested by a user, that combines the best elements of "Klondike" (probably the world's most popular solitaire) and "Scorpion" (a game that offers tremendous opportunity for skillful play).   Chinese Solitaire includes full statistics, an "easy" mode, autoplay, selectable card backs and colors, great graphics, and excellent sound.   A highly addictive game!
    Get it at ... http://www.sky.net/~rrasa/sw_cs.html.
    **SWREG ID #15286**

**Mount Sunflower**
    Another Randy Rasa original, this game has a lot in common with Chinese Solitaire, at least in terms of gameplay.   It also has great graphics and sound, and of course, lots of features such as selectable card backs and colors, full game statistics, and extensive online help.   That it's also quite fun and addictive goes without saying, perhaps (but I'll say it anyway).
    Get it at ... http://www.sky.net/~rrasa/sw_ms.html.
    **SWREG ID #15287**

**Poker Squares**
    A solitaire card game for Windows, also known as "Poker Solitaire", where the object is to make the best possible poker hands on a 5x5 grid.   Challenging and addictive, no two games are ever the same! Complete with sound. music, full statistics.   Very slick interface.
    Get it at ... http://www.sky.net/~rrasa/sw_psq.html.
    **SWREG ID #15285**

**Solitaire Suite**
    This is a collection of **seven** classic solitaires, including Calculation, Concentration, Idiot's Delight, Midnight Oil, Monte Carlo, Osmosis, and Royal Cotillion.   Feature-packed and easy to play, this is a very popular collection. <sub>Requires EGA or VGA and a mouse.</sub>
    Get it at ... http://www.sky.net/~rrasa/sw_ss.html.
    **SWREG ID #15281**

**Simple Pleasures**
    This is a collection of **eight** new solitaires, all in a smooth and elegant program.   All of the best features of Solitaire Suite, plus a few more.   A new favorite! <sub>Requires EGA or VGA and a mouse.</sub>
    Get it at ... http://www.sky.net/~rrasa/sw_sp.html.
    **SWREG ID #15282**

**Pyramid Deluxe**
    This is a SuperVGA version of the classic solitaire card game, featuring 640x480x256 graphics, hint mode, undo, demo mode, and full scoring statistics for up to ten players. <sub>Requires 386, SuperVGA and a mouse.</sub>
    Get it at ... http://www.sky.net/~rrasa/sw_pd.html.
    **SWREG ID #15283**

**FoxFire 13 for DOS**
    This is a new, original solitaire conceived by Todd Svec, and written by Randy Rasa.   It is one of the first DOS solitaires to feature SoundBlaster sound, and offers all the features you've come to expect from my games, including multi-player support, undo, and color

configurability. <small>Requires EGA or VGA and a mouse.</small>
Get it at ... http://www.sky.net/~rrasa/sw_ff.html.

## FoxFire 13 for Windows
This is a Windows version of FoxFire 13 for DOS, and shares the original's great gameplay, and offers excellent sound support to complement a full range of features. Addictive!
Get it at ... http://www.sky.net/~rrasa/sw_ff.html.

## How To Contact The Author

Your comments, criticisms, suggestions (and of course, registrations) are always welcome. If you think of something that would make the game better, I'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 me know about it, and I'll do my 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 the author's other shareware offerings, are available from:

**World Wide Web**

http://www.sky.net/~rrasa/sw.html

**Internet E-Mail**

rrasa@sky.net

**Compuserve E-Mail**

105711,3266

**Compuserve Download Library**

go WINGAMES, library #3 (Cards/Boardgames)

**Compuserve Web Site**

http://ourworld.compuserve.com/homepages/rrasa/sw.html

**Snail Mail**

Randy Rasa
18215 Troost
Olathe, KS 66062-9208

If the addresses above are no longer in service, your best bet is to do an Internet search using one of the search engines.   Search for "randy rasa", and I'll be there somewhere ...

Phone support is not available at this time.

## How To Register Four Seasons

### Registration Requirement

Four Seasons is shareware.   You may freely evaluate it for a reasonable period (30 days). If you continue to use it beyond the evaluation period, you need to register it.

### Registration Benefits

When you register you will receive a registration code good for all future updates of Four Seasons.   This code will allow you to convert current and future shareware versions to registered versions, getting rid of the opening reminder screen in the process.

You will also receive extra sounds to use with Four Seasons.   These sounds will be automatically recognized and used by the registered version of Four Seasons.

Unlike some commercial apps, you are not stuck in an endless cycle of expensive upgrades.   With Four Seasons, you register once, and that's it. What this essentially means is: **Free Updates!**

You'll also get special discount pricing on other games I've written.   Basically, if you register Four Seasons for the full price ($10.00), you'll get a $5.00 discount on each of my other games. This amounts to a savings of 33-50% over the list price. If you order all the games, you'll save twenty bucks -- the equivalent of getting two games free!

Also, if you provide me with your Internet e-mail address, you'll receive notification of updated versions and new releases.

Finally, you'll receive the peace of mind of knowing that you've done the right thing, you'll be supporting the shareware process that made this game possible, and you'll encourage me to write more games in the future.

### Printing The Registration Form

Click on the "Print Registration Form" button in the Reminder dialog to bring up an on-screen form which you can fill out, then either:

- **Print** to the currently-selected printer.
- **Save** to a text file, which can then be e-mailed.
- **Copy** to the Windows clipboard, to be pasted into another application

Be sure to fill out the form completely and accurately.   If you're mailing or faxing the form, and paying by credit card, please sign on the "Signature" line.

Orders are generally shipped within two weeks of receipt of order.

If you are a member of Compuserve you can register online with the SWREG service. The registration ID is 15284.   You will receive your registration code by e-mail, usually within 24 to 48 hours.   You will not receive a disk.   Program updates can be downloaded off Compuserve or my web pages.

**Remember, shareware is user-supported software.   If you use it, please register. Your support is appreciated!**

## Registered User Discount

I truly appreciate the people who have supported my games in the past, and I want to offer them a special price on my newer games as well.

So, if you've previously registered any of my <u>other games</u>, enter the registration code of any of the games here, and you'll receive $5.00 off Four Seasons!

## Four Seasons "About" Box

This dialog box is displayed each time you run the program (in the shareware version) or if you select the "Help-About ..." menu item. Once you have registered, received your code, and entered it, this box will no longer be displayed automatically each time you run the program.

You can click on the Register ... button to enter your registration code, or click on the Print Registration Form ... button to print a registration form.

## Four Seasons Registration Form

Use this form (accessable via the "Print Registration Form ..." item on the "Help" menu) to enter your name and address, to select which programs you want to register, and to select how you wish to pay for the registration.

Once you've filled in the on-screen registration form, print it out and send it in!

There are three ways to get the form to me:

1. Send it to: Randy Rasa, 18215 Troost, Olathe, KS 66062-9208.
2. Fax it to: 816-746-9991 -- credit card orders only!
3. E-mail it to "rasa.software@dden.com" or "rrasa@sky.net" -- credit card orders only!.

Orders are generally shipped within two weeks of receipt of order.

If you are a member of Compuserve you can register online with the SWREG service.   The registration ID is 15284.   You will receive your registration code by e-mail, usually within 24 to 48 hours.   You will not receive a disk.   Program updates can be downloaded off Compuserve or my web pages.

## Registration Dialog

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

Be sure to enter your name, and to enter the code *exactly* as shown on the sheet you received when you registered with the author.

# Four Seasons Statistics

Four Seasons keeps track of a number of game statistics.   These stats can provide you with feedback as to how well you are playing, and give you an incentive for improvement.

If you're the kind of person who just wants to play, and doesn't care about "the numbers" ... well, just ignore them.   Statistics are entirely optional.

The game keeps track of the following statistics:

Number of Games Played
Number of Games Won
Average Score (for both Traditional and Challenge scoring)
Top Ten Scores

You can also view your "session stats" by clicking on the "Stats" button in the score box. This provides you with data on how well you've played during the current session (i.e. the current program run).

In case you're wondering, my current stats as of this writing are:

Games Played: 452
Games Won: 225 (49.78%)
Average Score: 36.02 (Traditional) / 1038.68 (Challenge)
All-Time High Score: 5230

Go ahead ... try to beat me ... I dare you!

## Four Seasons Strategy

**Strategy:** Win the game and get as high a score as possible <grin>.   Seriously, there is actually room for a good deal of stragegy in Four Seasons, particularly when using the 'Undo' feature in 'Challenge' mode.

The basic strategy is to build up reverse-order runs on the five tableau piles.   As each card is turned from the stock, you have three choices: move it to a foundation, a tableau pile, or to the wastepile. Obviously, moving the card to a foundation should be your first preference.   If you cannot move it to a foundation, look at the tableaus and see if your card ranks immediately below any of the existing tableau cards.   If it does, move it to that pile.   If no other move is possible, move it to the wastepile.

As cards are moved to the foundations from the tableau, spaces will open up in the tableau.   Treasure these!   You can use the spaces either to start new reverse-order runs, or as temporary storage when you move cards from one tableau pile to another.   The creation and management of spaces is probably the major determining factor in whether you become good at this game ...

The 'Undo' button can be used to "try out" various strategies. Remember though, that you only have three undo's to work with.

**"Challenge Scoring" Strategy:** Changing from standard to challenge scoring mode completely changes the complexion of the game.   It's no longer enough to just move as many cards as you can to the foundations, you also have to worry about lining cards up into "runs".

To get a good score, you need to defer the immediate gratification of moving a card to a foundation as soon as you can, and only move cards to the foundations when you really must.   On the tableau, build cards in suit where possible, to make runs of cards easier to execute.

Again, the 'Undo' button is your friend -- don't be afraid to use it.

**Tip:** The 'Auto' button can be used as a "Move Alert" -- an indication of whether any foundation moves are possible.   If a card (or cards) can be moved to a foundation, the button will be displayed normally.   If no foundation moves are possible, the button will be "grayed out" (i.e. disabled).

**Hint:** For the sake of those who like to play games at work (I know, I know, *you* wouldn't do that), this program has a "boss" key that will instantly minimize the game if the ESC key is pressed when the main game window has focus.   Use wisely.

## Nag Screen

If you've been playing the game for more than 30 days, or have played more than 50 hands, you'll be reminded every ten games to register to program, and given an opportunity to fill out and print the registration form.

Once you register, you won't see this nag screen again.

**The Complete Book of Solitaire and Patience Games** by Albert H.　Morehead and Geoffrey Mott-Smith is the standard solitaire reference book.　It provides descriptions, rules, and odds for over 225 solitaire card games.
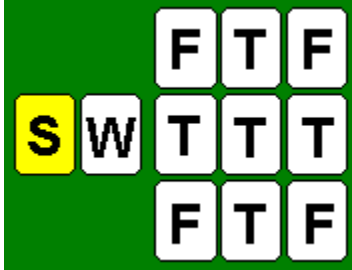
**Stock:** The pile of cards at the far left.   It contains all of the cards that have not yet been dealt.   The number of cards left in the stock is shown below the pile.
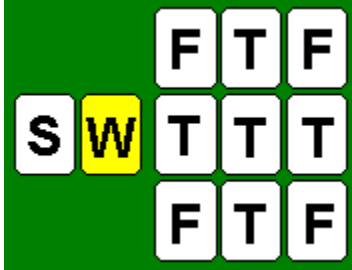
**Wastepile:** The pile of cards second from the left.   It is initially empty, but is used to hold cards that cannot be played elsewhere. The number of cards in the wastepile is shown below the pile.
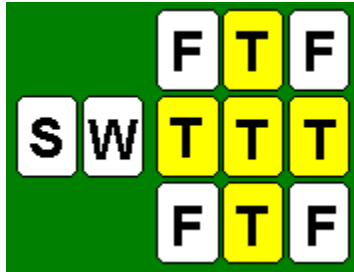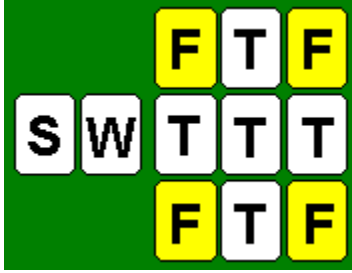
**Tableau:** Any of the five piles of cards in the center of the layout.   These cards appear to form a sort of "cross". This is the "work area", where most of the card movement is done. These piles may be built down, regardless of suit, wrapping around from ace to king as necessary.

**Foundation:** The piles of cards in the four corners of the layout.   Initially, only the upper left foundation has a card in it.   These piles are built up in suit, wrapping around from king to ace as necessary.

**Suit:** The suit of a card is either heart, diamond, club, or spade.

**Rank:** The numeric or face value of a card, regardless of suit. For example, the rank of a five of clubs is 5.

Select this to abandon the current hand (thus losing the game) and deal a new hand in its place.

The three practice games allow you a chance to experiment with some relatively "easy" hands (i.e. hands that are winnable) without worrying about whether you win or lose.   The practice games will not count toward either your statistics or the top ten list.

Select this to abandon the current hand (thus losing the game) and redeal it, giving you another shot at winning it.

Pretty self-explanatory -- select this to exit the program.

Select this (or press the F1 key) to view this help file.

The undo command allows you to "take back" up to three moves. Any card movement, whether from the deck, wastepile, or tableau, may be undone.

At its simplest, the undo capability is an "oops, I didn't mean to do that" mechanism that lets you recover from mistakes, but it can also be used as a way to test out different strategies and card combinations.

Note: This will be 'grayed out' if the undo buffer is empty.

Moves cards to the foundations automatically.

Note: This will be 'grayed out' if no foundation moves are possible.