Chameleon V1.0

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Registration

Chameleon is shareware. If you use this software for more than evaluation purposes, you are **required** to become a registered user. When you register, you will receive a completely functional version of Chameleon V1.0. (The Difficulty settings will be functional, and high scores will be recorded.) The registered version will be in the mail no later than 2 days after I recieve your payment.

To register, write to the address below:

Chameleon V1.0 costs $15.00 U.S. Dollars
Check or Money orders only please, made payable to:

Little Shop Of Software
P.O. Box 20926
Raleigh, NC. 27619-0926

Be sure to include your full address, the disk format you prefer, and the name of the program you wish to regester. For easy ordering, just print this page out and write in your address and other information at the bottom of the page.

If you have a favorite Solitare game that has not made it to Windows yet let me know. Also if you have any suggestions about improving Chameleon I would really like to hear from you.Please report bugs or problems to David J. Lains at the above address. I can also be reached on America On-Line as SonOfJumpy.

File Menu

New
This command will start a new game. It will end currently running games.

Status Bar
This command toggles the status bar at the bottom of the screen on and off.

High Score
This item will display the current high score.

Exit
This command will end any games currently in play and exit the program.

Options Menu

Game
This command brings up the Game Options dialog box.

Deck
Choosing Deck from the options menu will bring up the Deck Graphics dialog box.

Save Settings On Exit
If this option is checked, then Chameleon will save the status of the game controls when the program is exited. The Time Mode, Score Mode, Status Bar, and Difficulty Setting (for registered users only) are saved on exit. If this option is not checked, no save will take place.

Game Options

Time Mode
You can switch between Clock Time and Game Time. Clock Time is read from your system's internal clock. Game Time is kept by Chameleon. It tracks how many seconds have passed since the start of the current game.

Score Mode
You can choose between Standard Scoring and Vegas Scoring. With Standard Scoring you start with 0 points. For every card that you move into a Foundation pile the score is increased 5 points. When you finish the game a bonus is awarded. A shorter game time will award a larger bonus.
In Vegas Scoring you buy a deck of cards for one dollar a card, so you start off with -52 dollars. You earn back double your investment, or two dollars, for each card moved into a Foundation pile. The maximum return for a single game is 104 dollars. Of course, if you start a new game it will cost you another 52 dollars.

Difficulty Setting
There are three settings available. Hard, Medium, and Easy. Each setting determines the number of times the player is allowed to cycle through the Stock pile.

       Hard - One cycle through the deck.
       Medium - Two cycles through the deck.
       Easy - Three cycles through the deck.

I have found that Chameleon can be won nearly every time on the Easy setting.

Strategy

Try to build the Tableau piles down from the card that is one less than your base Foundation card. For example, if the base Foundation card is a Six, try to get all the Fives into the first spot of each Tableau pile. This will enable you to build a full set of twelve cards, and give you more room to play cards from both the Reserve and Stock piles.

Fill in empty Tableau spaces exclusively with Reserve pile cards until the Reserve pile is empty. This will uncover any base Foundation cards that may be buried.

Introduction

Chameleon V1.0

Chameleon is a Solitaire, or Patience game. It is a variation of Canfield that allows easier building on the Tableau piles. It also limits the player to only three Tableau piles and a limited number of cycles through the Stock pile.

I have made several changes that, I believe, enhance the game further. For instance, according to the official rules the Stock pile can not be redealt. I have placed an option in this version to allow the Stock pile to be redealt one, two, or three times. This option is only available in the registered version however.

This game has been written completely in Microsoft Visual Basic 3.0 Standard Edition. The Graphics were created in CorelDraw 3.0. And the Icon was modified with IconWorks.

How To Play

Setup

When a new game is started Chameleon will deal a new hand. This process sets up the playing area as well.

Deal First, 12 cards are dealt in a pile to form the Reserve pile. This pile is located in the top, left corner of the screen.
The next card is placed in the first Foundation pile. This pile is directly next to the Reserve pile. This card becomes the base Foundation card.
Then 1 card is dealt, into each of the three Tableau piles. These piles are directly below the Foundation piles.
The remaining 36 cards become the Stock pile, which is directly below the Reserve pile.

The Waste pile is located in the bottom left corner of the screen. When a player clicks on the Reserve pile a card will be turned over and placed in the Waste pile. The top card in the Waste pile is always available for play.

Play

When the setup is complete play can begin.

Objective The object of Chameleon is to move all 52 cards into the four Foundation piles. Each Foundation pile will contain a seperate suit.

Tableau piles Cards build **down** regardless of suit. For example, if a Tableau pile contains the Four of Spades, then a Three of any suit (Spades, Clubs, Diamonds, and Hearts) will be a valid card to place on that Tableau pile. Empty spaces can be filled in from the Reserve pile or the Waste pile. When moving a pile the whole pile must be moved. Moving part of a pile is not allowed. Ranking of cards is continuous, Ace above King and below 2.

Foundation piles The first Foundation card is placed on the table during the deal. As the remaining three cards of the same rank become available move them into the other Foundation piles by Double Clicking on them. NOTE: Double Clicking on a card will move it into a Foundation pile, as long as it is a valid card. Build each Foundation **up** in suit until each pile contains 13 cards. For Example if one of the Foundation piles contains a Four of Spades, then the only valid card to play on that pile is a Five of Spades. Ranking of cards is continuous, Ace above King and below 2.

The top cards of the Reserve, Waste, and Tableau piles are always available for play onto a Tableau, or Foundation pile. Turn cards up from the Stock pile one at a time, leaving unplayable cards in the Waste pile. When all of the cards in the Stock pile have been turned over one of two things will happen. If you are playing an Easy, or Medium game you will see an 0 in the pile. This means that the Waste pile can be flipped over and run through again. When all of the redeals are used up there will be an X in the pile. This signifies that no more redeals are allowed.

The top row of four piles. Move cards into the Foundation pile by Double Clicking them. When these four piles each have thirteen cards, the game is won.

This pile is in the middle of the screen on the left side. Click on this pile to turn a card over and place it in the Waste pile.

The reserve pile is located at the top left corner part of the screen. The top card in this pile is always available for play. Drag a card onto a Tableau pile, or Double Click to move the card into the foundation.

The waste pile is located in the bottom left corner part of the screen. The top card in this pile is always available for play. Drag a card onto a Tableau pile, or Double Click to move the card into the foundation.

There are three Tableau piles. They are located just below the Foundation piles. The top card in each of these piles is available to play on any of the Foundation piles. Only a full pile can be moved to another Tableau pile.