

# Scorpion

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## Rules

Many thanks go to G K Thomas for providing me with the rules for this patience.

1. Scorpion is played with a single pack of cards.
2. The packs are shuffled together, and cards dealt in seven depots of seven cards each. The top three rows are 4 cards face down, then three cards face up, the remaining four rows are all face up. The remaining three cards form the stock pile.
3. Cards may be built in descending order of suit on the depots any face up card may be moved, provided that all cards below it in the pile are moved with it.
4. When a depot is empty it may only be filled with a king (and any cards below it).
5. The three cards from the stock should be dealt when the patience becomes stuck.
7. The patience is won when all cards are built on the four kings.

## **Playing Instructions**

To pick up a card, hold down the left mouse button while the pointer is on the card. To pick up a sequence hold the mouse button over the top card of the sequence.

To drop the card or sequence place the cursor over the required depot and release the mouse button.

If you attempt an illegal move the computer will inform you and return the card to its last position.

An undo function is included on the Cards menu.

## Menu Commands

### The **File** Menu

Start New Game

Load

Save

### The **Cards** Menu

Undo

Replay

Build

See Pile

Show Scores

File|Start New Game

You are given the opportunity to save the current game before a new game is dealt.

File|Load...

You are given the opportunity to save the current game before a previously saved game is loaded from disk.

File|Save...

The current game may be saved on disk to be continued later. Choose the required directory using the normal windows techniques, and type a name in the filename box.

## Cards|Undo

Choose Cards|Undo to step backwards through the game. Each move that has not previously been undone is recorded.



## Cards|Replay

This redeals the game you are currently playing.

## Cards|Build

This builds any playable cards onto the foundations.

Cards|See Pile...

This shows the contents of any depot. Use the Pile list to choose the required depot. If there are more cards than can be seen at once then the scroll bar may be used to view other cards. Choose OK to return to the game.

## Cards|Show Scores...

This shows the number of games that have been played, won and a percentage success rate. Pressing the "Reset Scores" button will set the number of games back to zero. Choose OK to return to the game.

## Registration

This game is shareware, to register please send £5.00 sterling to:

Mrs E I Dimbleby  
71 Walesmoor Avenue  
Kiveton Park  
Sheffield  
Yorkshire  
England  
S31 8RF

Advantages of registration are:

1. Notice of further products.
2. Any registered user may send the details of any patience they particularly enjoy and I will have a go at writing it.

## Shareware

Shareware is try before you buy software. Any moneys you may have paid other than to E I Dimbleby do not go to the author but to the distributor. Please register if you find yourself playing the game regularly.