

# WinSol Plus Contents

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# Introduction

WinSol Plus version 1.03 is a full-featured shareware Windows program that includes Card Dragging, Hints, the ability to Cheat, Sounds, and much more. Much effort was spent to make playing it intuitive, challenging, and fun.

# Requirements

- Microsoft Windows 3.1 or higher, including Windows 95
- Mouse
- 4 Megs RAM

## ***Optional***

- Windows-compatible sound card
- Printer (to print the Registration Form)

# How To Play

## Overview

WinSol Plus is played just like the standard Solitaire that comes with Windows. If you know how to play standard Solitaire, then you know how to play WinSol Plus.

 [Click here if you've never played Solitaire before](#)

You can start playing WinSol Plus right now without reading any further. However, WinSol Plus has many features that help make playing Solitaire easier and more fun. When you're interested in finding out about these features, read on.

 [Special Features](#)

# Basic Play Instructions

Note: There's an annotated picture of the Layout at the bottom of this page.

The main Window consists of 4 sets of card piles:

- 1 The Deck. This is where all the unplayed cards start out.
- 2 The Overturn Pile. This is where cards get placed when you click on the Deck.
- 3 The Foundation Piles. Four piles which start out empty.
- 4 The Tableau Piles. Seven piles that have cards dealt to them when you start the game. The number of cards in each pile increases from one to seven, from left to right. The top card of each row is dealt face up; the rest are dealt face down.

You draw cards from the Deck by clicking on it. Either 1 or 3 cards (depending on the Version you are playing) will be overturned onto the Overturn Pile. You may play the top card from the Overturn Pile to the Foundations or Tableaus.

When you have overturned all cards in the Deck, you can click on the empty space where the Deck was, and the cards will be overturned from the Overturn Pile so you can go through the Deck again.

You play cards onto the Tableau Piles in Descending order, alternating between black and red cards.

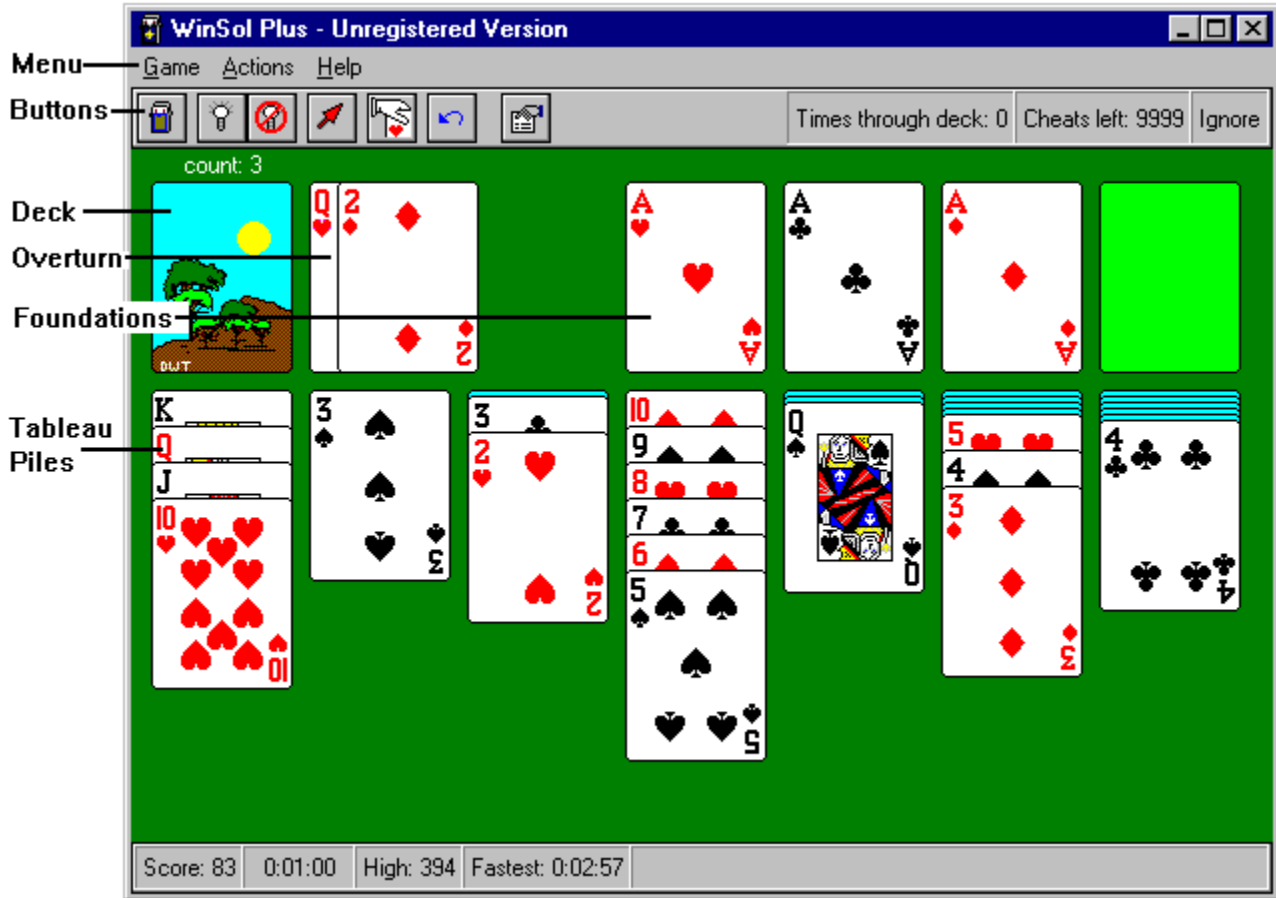
The first card you play on a Foundation must be an Ace, and the remaining cards must be of the same suit, in Ascending order (ending with the King).

You can move a card from one Tableau Pile to another. Depending on the Version you are playing, you may be able to move the top card, the entire set of face-up cards, or "split" the pile in the middle.

If you uncover a face-down card in a Tableau Pile, you can click on it to turn it over.


You can only play a King to an empty Tableau pile (this can be changed in Game Versions).


You win the game when you have played all the cards to the Foundations, from Ace to King.




# Special Features


Click a topic of interest, or use the Browse buttons (the buttons with >> and << on them), above.

 [Auto-Move](#)

 [Auto-Play](#)


 [Cheating](#)

 [Hints](#)

 [Ignore Hints](#)

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 [Boss Key](#)

 [Properties, including Sound!](#)

# Special Features

Click a topic of interest, or use the Browse buttons (the buttons with >> and << on them), above.

## Auto-Move

You can click the right mouse button, and WinSol Plus will move the card to the first legal place it can be played. This can really speed up the game (and save your wrist a lot of exercise!) You can accomplish the same thing by double-clicking the left mouse button.

## Auto-Play

## Cheating

## Hints

## Ignore Hints

## Undo

## Boss Key

## Properties, including Sound!



# Special Features

Click a topic of interest, or use the Browse buttons (the buttons with >> and << on them), above.

[Auto-Move](#)

[Auto-Play](#)

When you click this button, WinSol Plus will play all available cards to the [Foundation](#) Piles. This is especially helpful at the end of the game, when all that's left is to play all the cards from the [Tableau](#) Piles to the Foundation Piles. Click this button, and WinSol Plus will do all the work for you!

[Cheating](#)

[Hints](#)

[Ignore Hints](#)

[Undo](#)

[Boss Key](#)

[Properties, including Sound!](#)

# Special Features

Click a topic of interest, or use the Browse buttons (the buttons with >> and << on them), above.

[Auto-Move](#)

[Auto-Play](#)

[Cheating](#)

When you click this button, WinSol Plus will allow you to cheat. All the [Tableau](#) piles will shift down slightly, and you will be able to tell what each face-down card is. You can grab any of these face-down cards and play them anywhere (except the pile they're in).

In addition, if you have 2 or 3 cards visible in the [Overturn Pile](#), you can play any card you can see.

If you decide there is no move you want to make, then click this button again. Note that if you are playing a game that charges you for each Cheat, you'll be charged whether you actually play anything or not.

[Hints](#)

[Ignore Hints](#)

[Undo](#)

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[Properties, including Sound!](#)

# Special Features

Click a topic of interest, or use the Browse buttons (the buttons with >> and << on them), above.

[Auto-Move](#)

[Auto-Play](#)

[Cheating](#)

[Hints](#)

When you click this button, WinSol Plus will show you any moves you might not have seen. WinSol Plus will "flash" the card and the location to which it could be moved.

You can also have WinSol Plus tell you automatically of any moves you've missed. Select "Automatically Show Hints" on the Properties Dialog.

[Ignore Hints](#)

[Undo](#)

[Boss Key](#)

[Properties, including Sound!](#)

# Special Features

Click a topic of interest, or use the Browse buttons (the buttons with >> and << on them), above.

- [Auto-Move](#)
- [Auto-Play](#)
- [Cheating](#)
- [Hints](#)
- [Ignore Hints](#)

When WinSol Plus shows you a move you've missed, you may decide "I don't want to make that move right now." However if Auto-Hints is active, WinSol Plus will continue to tell you about this move.

If this is happening to you, you can tell WinSol Plus to quit showing you this hint. Click the Ignore Hints button. WinSol Plus will continue to show you other hints, but it will ignore the last hints shown when you clicked the button.

To remind you that you've done this, you will see the word "Ignore" in the upper right of the screen. You can tell WinSol Plus to "Show me that hint I've been ignoring" by clicking the Show Hints button (above).

- [Undo](#)
- [Boss Key](#)
- [Properties, including Sound!](#)

# Special Features

Click a topic of interest, or use the Browse buttons (the buttons with >> and << on them), above.

- [Auto-Move](#)
- [Auto-Play](#)
- [Cheating](#)
- [Hints](#)
- [Ignore Hints](#)
- [Undo](#)

You can Undo the last move made by clicking this button. You can Undo all the way back to the start of the game.

- [Boss Key](#)
- [Properties, including Sound!](#)

# Special Features

Click a topic of interest, or use the Browse buttons (the buttons with >> and << on them), above.

- [Auto-Move](#)
- [Auto-Play](#)
- [Cheating](#)
- [Hints](#)
- [Ignore Hints](#)
- [Undo](#)
- [Boss Key](#)

Imagine the scenario: You're playing a game at work, and the Boss walks in. What will you do?

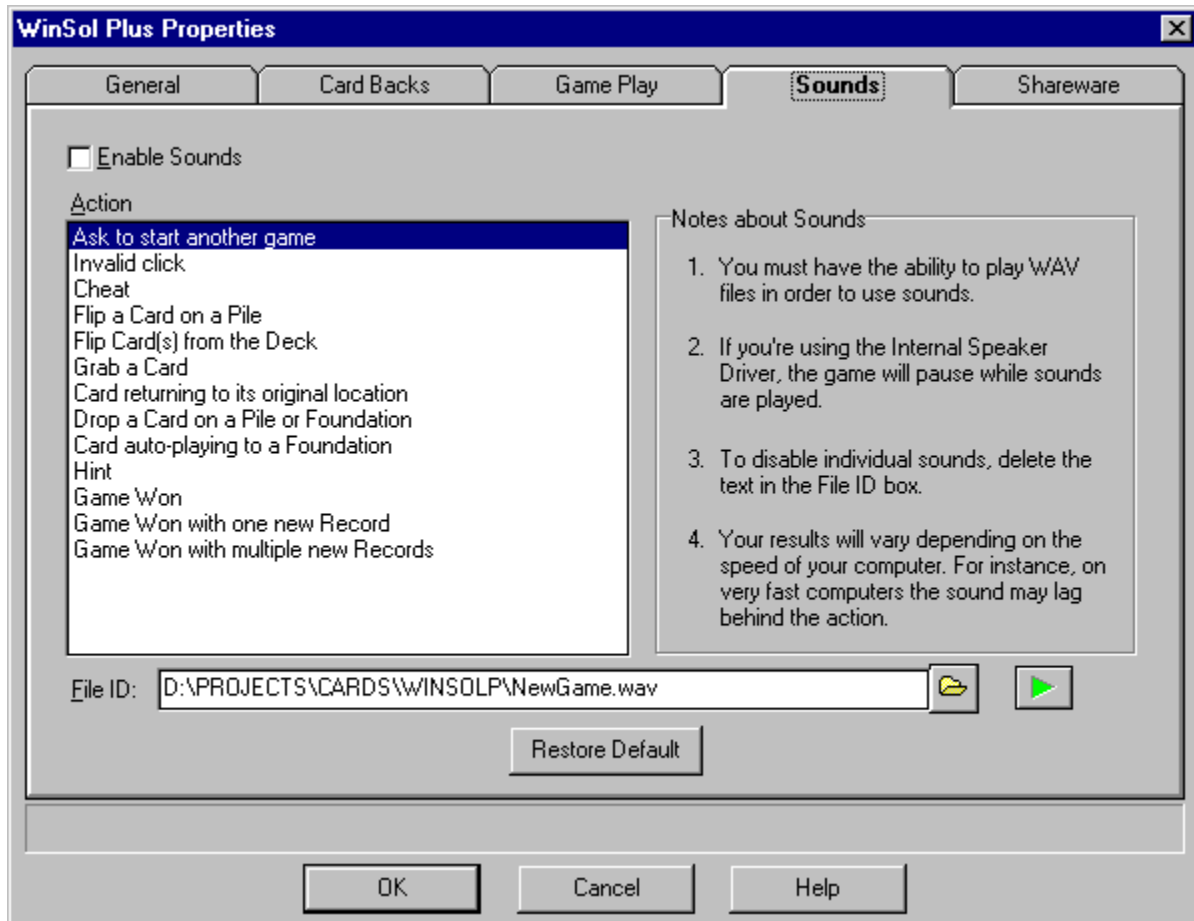
If you're playing WinSol Plus, you'll press the Escape key.

Any time you press the Escape key, WinSol Plus will immediately quit running. If you have a game in progress, it will save the game first. It will also set the options so that the next time you run WinSol Plus, the game will be resumed.

- [Properties, including Sound!](#)

# Properties Dialog

Move the mouse over the form, and click on any area of interest.

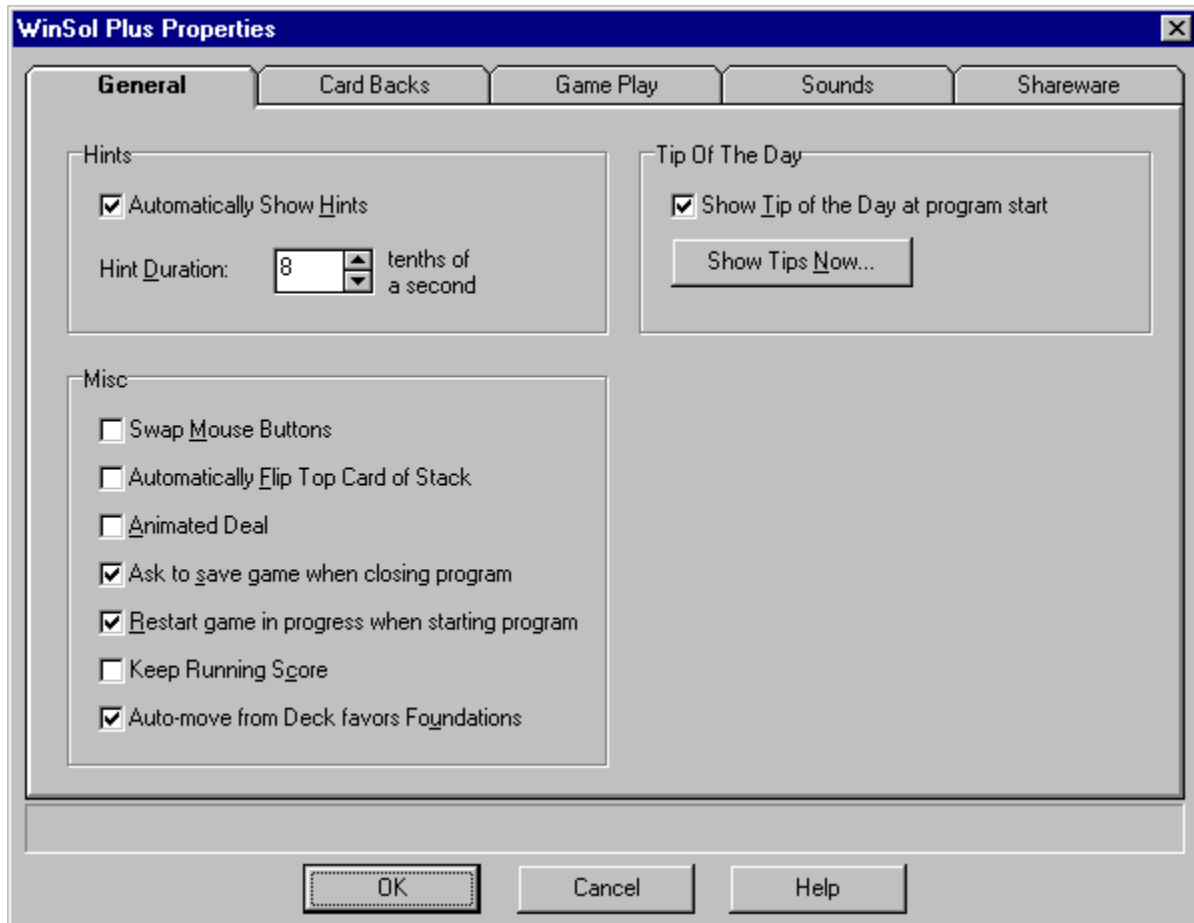


See Also:

- [General Tab](#)
- [Card Backs Tab](#)
- [Game Play Tab](#)
- [Shareware Tab](#)

# Properties Dialog

Move the mouse over the form, and click on any area of interest.



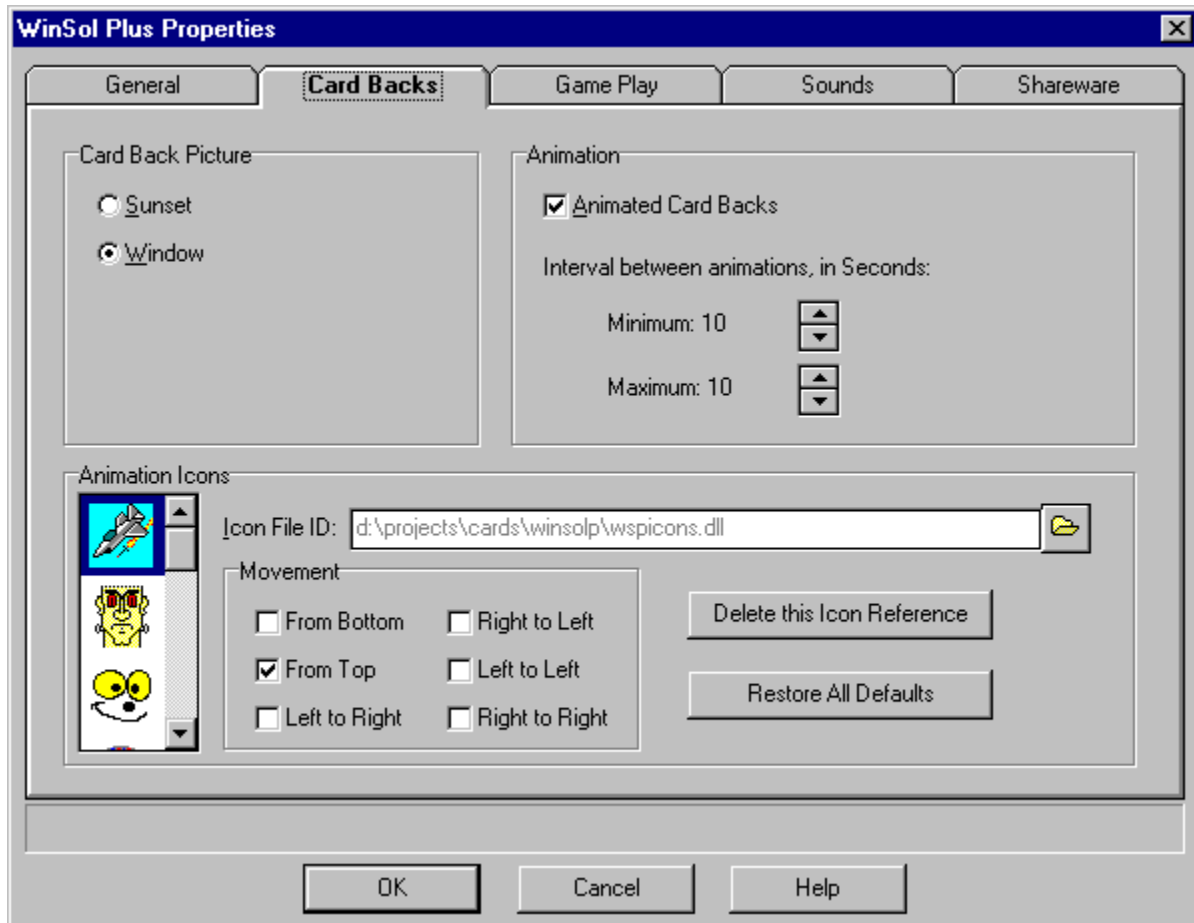
See Also:

- [Card Backs Tab](#)
- [Game Play Tab](#)
- [Sounds Tab](#)
- [Shareware Tab](#)



# Properties Dialog

Move the mouse over the form, and click on any area of interest.



See Also:

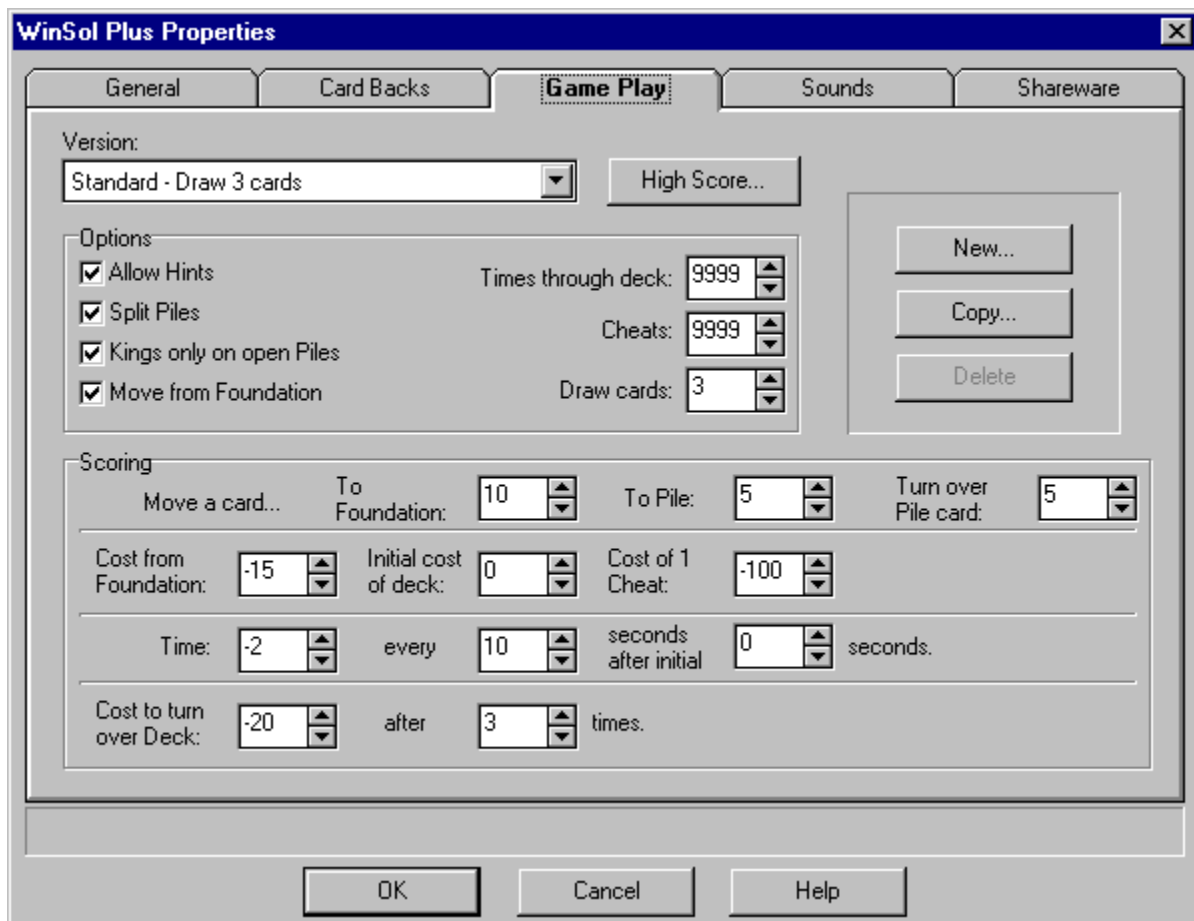
- [General Tab](#)
- [Game Play Tab](#)
- [Sounds Tab](#)
- [Shareware Tab](#)

# Properties Dialog

This portion of the Properties Dialog controls how the game is scored, along with a few options that can change how it's played.

There are 3 Versions that come with WinSol Plus. You can't change any of the options for these versions. However, you can copy them under a new name and then change whatever options you wish. You can also start a new Version from scratch.

Move the mouse over the form, and click on any area of interest.

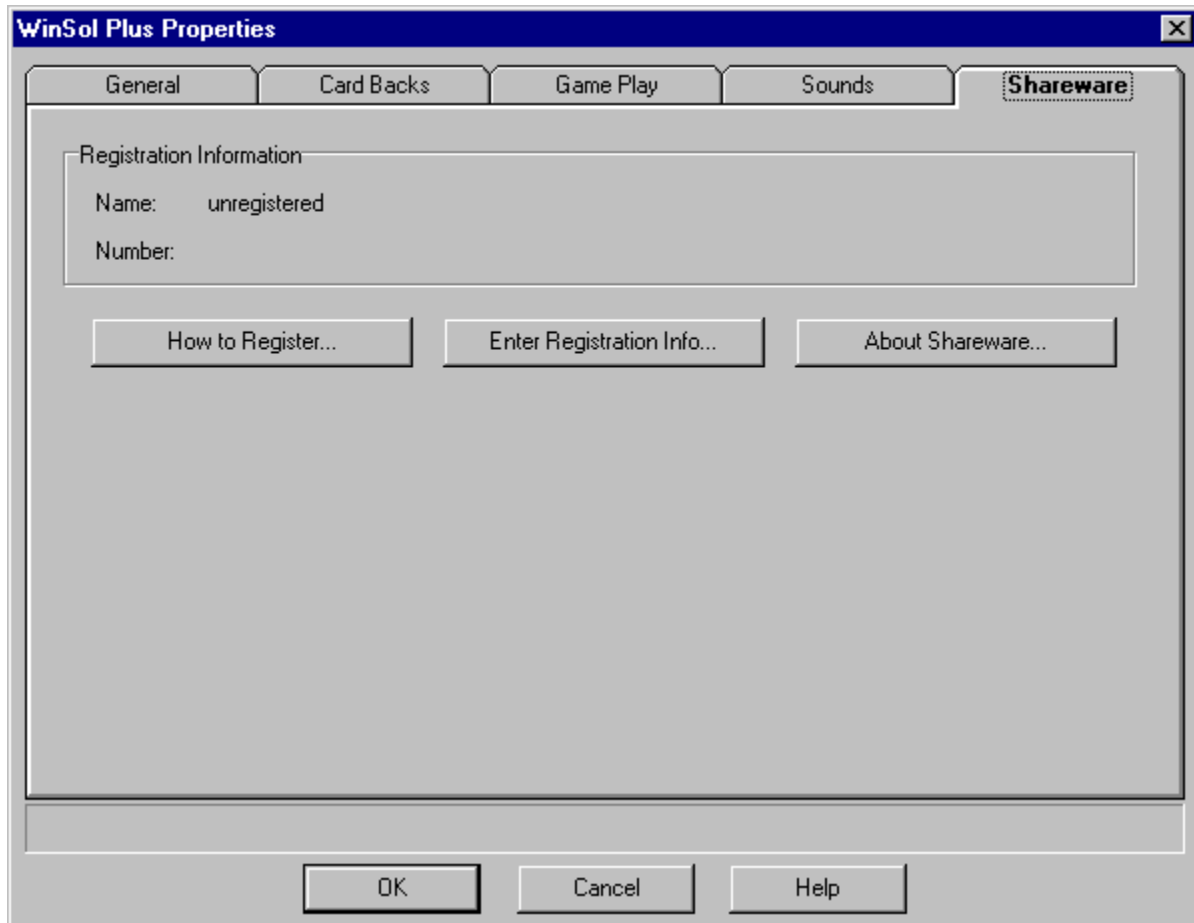


See Also:

- [General Tab](#)
- [Card Backs Tab](#)
- [Sounds Tab](#)
- [Shareware Tab](#)

# Properties Dialog

Move the mouse over the form, and click on any area of interest.



See Also:

[General Tab](#)

[Card Backs Tab](#)

[Game Play Tab](#)

[Sounds Tab](#)

# About Shareware

- [Definition and Comments](#)
- [Support](#)

# Shareware Definition and Comments

This program, WinSol Plus, is Copyright © 1995-96 by Daniel Thomas. All Rights Reserved.

WinSol Plus is Shareware. This means that you are free to use it for a trial period, at no charge. After a reasonable trial period, if you continue to use it, you must register it.

This program is a fully functional version, and is not crippled in any way. I do not believe in crippling software in order to force registration.

For information on how to register WinSol Plus, including the cost and ordering methods, refer to the Registration Information screen. Here's how you get to this screen:

- 1 From the opening Shareware Reminder screen, click the button that says "Click here to find out how to register WinSol Plus".
- 2 Or, from the Properties form, select the "Shareware" tab and click the button that says "How to Register".

You may distribute this program freely, as long as all files are included EXCEPT THE FILE WINSOLP.INI, and the files are not modified in any way.

You can contact me via E-Mail at [72301.2164@compuserve.com](mailto:72301.2164@compuserve.com). Thanks for your support.

# Support Policy

Unlimited support is available for all users, registered or un-registered. I will gladly accept phone calls, but if you don't catch me in I probably won't return your call (I'm honest, anyway!). E-mail is the best way to reach me:

E-Mail: [72301.2164@compuserve.com](mailto:72301.2164@compuserve.com)

PHONE: It has to be on your dime. (714) 524-5625 nights (Pacific Time).

# Revision History / Miscellaneous

## Acknowledgments

- Special thanks to Diana J. Gregory and Russell Johnson, whose help was invaluable
- WinSol Plus was written in Borland's Delphi

## Trademarks

- Windows is a trademark of Microsoft Corp.
- Delphi is a trademark of Borland International

## Revision History

12-3-95 version 1.01

- First Public Release

12-9-95 version 1.02

- Added CompuServe SWREG Information
- Changed the "Window" Card Back's Animation Icons. It was brought to my attention that I was using Icons that could be considered copyrighted. Because of this, I changed to more generic icons.

In the course of doing this, I realized that I might be removing some of the fun by using more generic icons. So I added the ability for the user to specify their own icons to be used during Card Back Animation. I believe that this actually resulted in a better product. I hope you do also.

2-5-96 version 1.03

- Added more methods of registering the program, including via the WWW and by phone using Credit Cards.
- Fixed a few minor bugs and added the "Auto-Move from Deck favors Foundations" option.

# About the Association of Shareware Professionals

## **ASP Ombudsman Information**

This program is produced by a member of the Association of Shareware Professionals (ASP). ASP wants to make sure that the shareware principle works for you. If you are unable to resolve a shareware-related problem with an ASP member by contacting the member directly, ASP may be able to help. The ASP Ombudsman can help you resolve a dispute or problem with an ASP member, but does not provide technical support for members' products. Please write to the ASP Ombudsman at 545 Grover Road, Muskegon, MI 49442 or send a CompuServe message via CompuServe Mail to ASP Ombudsman 70007,3536.



## **About Shareware Button**

Click this button to learn more about the [Shareware](#) concept.

**Allow Hints**

Select this option if you want to allow hints when playing this game version.

## **Animated Card Backs**

This option will cause the card backs to be "animated." This means that periodically, something will happen to the card back.

### **Animated Deal**

When you select this option and then start a new game, WinSol Plus will deal each card by sliding it across the screen to its proper location.

### **Animation Icon File Button**

Click this button to change the currently selected Animation Icon. This will take you to the [Change Icon dialog](#).

**Animation Icon File ID**

This field shows the File ID that contains the currently selected Animated Icon. This field is read-only -- if you want to change it, click the "folder" button to the right.

### **Animation Icon File ID**

Type in the name of the file that contains Icons you'd like to chose from, then press the Enter key; or use the Browse button to select a file.

**Animation Icon Movement: From Bottom**

Select this option to cause the currently selected Animation Icon to appear from the bottom of the Card Back "window".

NOTE: If you don't select any movement options, WinSol Plus will chose this option automatically.



### **Animation Icon Movement: From Top**

Select this option to cause the currently selected Animation Icon to appear from the top of the Card Back "window".

**Animation Icon Movement: Left To Left**

Select this option to cause the currently selected Animation Icon to appear from the left side of the Card Back "window", and disappear back to the left side.

**Animation Icon Movement: Left To Right**

Select this option to cause the currently selected Animation Icon to appear from the left of the Card Back "window", and disappear to the right.

**Animation Icon Movement: Right To Left**

Select this option to cause the currently selected Animation Icon to appear from the right side of the Card Back "window", and disappear to the left.

**Animation Icon Movement: Right To Right**

Select this option to cause the currently selected Animation Icon to appear from the right side of the Card Back "window", and disappear back to the right.

## Animation Icons

This list box shows all the Icons that are currently used when animating a "Window" card back. Each of these icons will appear at random intervals in the picture of the window, on the card back.

NOTE:



If you see this icon in the list, it means that WinSol Plus can't find the specified icon. Most likely this has happened because you deleted, moved, or renamed the file that contains this icon.

If you see this icon, select it and do one of the following:

- 1 Remove this icon reference -- click the button that says "Delete this Icon Reference".
- 2 Find the file that this icon is supposed to come from -- click the "folder" button.
- 3 Specify a new icon -- click the "Folder" button.
- 4 Leave it alone -- if you like this icon, then just leave it alone and it will be one of the icons you see when the Card Back is animated. Although it is unlikely that you'll want to do this, it won't hurt anything if you do.

## **Animation Icons**

This list box shows all the Icons that are contained in the specified file. If you see an Icon you want to use, select it and click the OK button.

## **Animation Interval**

These values specify how often the Card Back Animation will occur.



### **Ask To Save Game When Closing Program**

When this option is selected and you end WinSol Plus with a game still in progress, WinSol Plus will ask you if you want to save the game.

When this option is used with the "Restart game in progress when starting program" option, the next time you start WinSol Plus the current game will be restarted where you left off. A great option for when the boss comes in!

### **Automatically Flip Top Card Of Stack**

When you move a card from one of the Tableau piles, you may be left with a card that is face-down. You will undoubtedly click on this card to turn it over.

When you select this option, the card will be turned over for you automatically.

This can really speed up the game. The Auto-Play feature really flies when you use this option.

## **Automatically Show Hints**

When this option is selected, WinSol Plus will show you any moves you might have missed. It works like this:

When you click on the Deck to turn over new card(s), WinSol Plus checks to see if there were any obvious moves you could have played. If it finds any, WinSol Plus will "flash" the card and the location to which it could be played.

If you decide you don't want to make the move(s) indicated, you have 2 options:

- 1 Click on the Deck again. WinSol Plus will turn over new card(s).
- 2 Click the Ignore Hints Button.

You can specify how long each card should be "flashed" during a hint. See the "Hint Duration" property on this screen.

## **Auto-Move From Deck Favors Foundation**

This option controls how Auto-Move makes its decisions. (Auto-Move is the feature that automatically moves a card to the first available place it can be played.)

When you right-click on a card that is in the overturn pile, and the card could be played either to a Tableau pile or a Foundation pile, most people want the card played to the Foundation. After all, that's the ultimate goal in the game. If you leave this option "checked", that's what will happen.

But some astute people have noticed that in some game versions, you get more points if you move the card to the Tableau pile first, then the Foundation pile. If you're one of those people, "un-check" this option.

## **Browse Button**

Click this button to bring up a standard "File Open" dialog. You can use this dialog to browse through available files.

**Cancel Button**

Click this button to cancel any changes made on this dialog.

# Change Icon Dialog

This dialog allows you to specify an Icon to be used during Card Back Animation. You can type in the name of the File that you'd like to select an icon from, or use the Browse button. When you see an Icon you like in the list, click it, then click the OK button.

Move the mouse over the form, and click on any area of interest.



See Also:

[Card Backs Tab](#)

## **Help Button**

Clicking this button brings up this Help screen.



## **OK / Open Button**

If you've entered a new name in the File Name field, this button will say "Open" -- click it to see the icons in the specified file.

When you select an Icon, this button will say "OK" -- click it to use the selected Icon.

### **Copy Game Version Button**

Click this button to make a copy of the current Game Version, so you can modify it. You will be asked for a new name for the copied Version.

### **Cost for moving a card from a Foundation pile**

This option tells how many points are deducted for moving a card from one of the Foundation piles to a Tableau pile. It is never a positive number.

### **Cost of one Cheat**

This option determines how many points you lose when you click the Cheat Button. It doesn't matter whether you actually move a card once you click the Cheat button or not -- you're deducted these points either way. It is never a positive number.

### **Cost to turn over the Deck**

This option determines how much it costs to turn the deck over (i.e. "to go through the deck"). It is never a positive number.

It is dependent on the other field "After ... times". Here's an example of how to read these 2 fields:

"You lose 20 points every time you turn over the deck, after you've gone through the deck 3 times."

**Cost to turn over the Deck after...**

This option determines how many times you can go through the Deck before you start getting charged. It is never a negative number.

It is dependent on the other field "Cost to turn over Deck". Here's an example of how to read these 2 fields:

"You lose 20 points every time you turn over the deck, after you've gone through the deck 3 times."

### **Delete Animation Icon Button**

Click this button to remove the currently selected Animation Icon from the list.

### **Delete Game Version Button**

Click this button to delete the current Game Version. You are only allowed to delete Versions you've designed yourself -- you can't delete the 3 Versions the game comes with.



**Draw Cards**

This option controls how many cards are turned over from the Deck when you click on it.

**Enable Sounds**

Selecting this option will allow WinSol Plus to play sounds during the game. Please read the "Notes about Sounds", displayed on the Dialog.

## **Enter Registration Info Button**

Click this button when you've received your registration number, and you can enter it into WinSol Plus to finish the registration process.

## **High Score Button**

Click this button to view the High Scores. You can clear the High Scores while you're viewing them, if you wish.

## **Hint Duration**

This setting controls how long WinSol Plus will "flash" a card, when it is giving you a Hint.

**Initial cost of deck**

This option determines how much a new Deck costs; i.e. how many points you lose when you start a new game. It is never a positive number.

## **Keep Running Score**

If you select this option, WinSol Plus will keep 2 scores for you: the score of the current game, and the running score of all the games you've played to this point.

If you save a game, it will save the Running Score also. When you open a saved game, the running score will continue from where it left off.

If you start WinSol Plus and don't open a saved game, the Running Score reverts to 0.

### **Kings only on open Piles**

When this option is selected, you can only play a King onto an open Tableau Pile.



**Move from Foundation**

When selected, this option allows you to move a card from a Foundation pile back to a Tableau pile.

## **New Version Button**

Click this button to start designing a new Game Version.

## **Number of Cheats**

This option controls the number of times you can Cheat during a game.

## **Open Sound File Button**

Click this button to bring up a standard File Open dialog, from which you can select a Wave File ID.

## **Play Sound Button**

Clicking this button will cause WinSol Plus to attempt to play the Wave file specified in the "File ID" field.

## **How To Register Button**

Click this button to bring up information about how to register WinSol Plus. For your convenience, a variety of methods are available.

## **Registration Information**

Shows to whom the program is registered, and the Registration Number.

If you have not yet registered WinSol Plus, then it will show "unregistered."

**Restart game in progress when starting program**

If you select the "Save game in progress when closing program" option, you may also select this option. It will cause WinSol Plus to restart the game that was in progress when you last closed WinSol Plus, if you saved it.



### **Restore Animation Icon Defaults Button**

When you click this button, WinSol Plus will restore the complete set of default Animation Icons (the settings that WinSol Plus was shipped with).

### **Restore Default Sound Button**

Click this button to restore the default Wave File ID for the selected action.

**Score for moving a card to a Foundation Pile**

This option tells how many points are awarded for moving a card to one of the Foundation piles. It is never a negative number.

**Score for moving a card to a Tableau Pile**

This option tells how many points are awarded for moving a card to one of the Tableau piles. It is never a negative number.

**Score for turning over a Tableau Pile card**

This option tells how many points are awarded for turning over a card in one of the Tableau piles. It is never a negative number.

### **Show Tip Of The Day At Program Start**

WinSol Plus has a feature called "Tip of the Day." When you select this option, every time you start WinSol Plus you will be shown a "tip" on how to get the most out of WinSol Plus.

Once you've seen all the tips and feel you know all they have to say, then you'll probably want to turn this option off.

## **Show Tips Now**

Click this button to see the "Tip of the Day" dialog.

## **Sound Action**

This list box shows the various actions that can cause WinSol Plus to play a sound. You can disable an individual sound by selecting it in this list box, then deleting the text in the "File ID" field, below.



## **Sound File ID**

This is the Wave file that will be played when the selected action occurs. You can keep this file ID, type in a new file ID, or click the "Open File" button to the right.

You can also erase the text in this field. That causes WinSol Plus to not play a sound when the specified action occurs. You can restore the original File ID by clicking on the "Restore Default" button, below.

Note: In order to speed up the playing of sounds, WinSol Plus loads the sounds into memory. Because of that, WinSol Plus can't play a sound larger than around 64K bytes in size. It should be pointed out that when you click the "Play Sound" button, it can play files of virtually any size. But once the sound is being used in the game, it can't be larger than 64K.

## Split Piles

When this option is selected, you are allowed to "split" Tableau piles. This is best explained with an example:

Imagine you have a pile with a 8,7,6 and 5 on it. When Split Piles is not selected, you can do the following:

- Move the 5.
- Move the entire pile, by grabbing the 8.

If you select the Split Piles option, in addition to the above you can do the following:

- Move a portion of the pile, by grabbing the 7 or 6.

## **Sunset Card Back**

Select this option to use the "Sunset" card backs.

When animated, the Sunset card back goes through varying stages of sunset to sunrise.

## Swap Mouse Buttons

WinSol Plus makes use of both mouse buttons. Normally, the functions of the buttons are:

Left Mouse Button:

- Drag Cards
- Turn Over Cards
- Auto-Move cards (with double-click)

Right Mouse Button:

- Auto-Move cards (acts like a left-mouse double-click)
- Turn Over Cards (yes, the right button can do this also!)

If you find yourself using the right mouse button a lot, you can select this option to "swap" the actions of the mouse buttons. When selected, you'll probably find that you use the left mouse button almost exclusively. The only thing you would use the right mouse button for would be to drag cards.

## **Time Cost**

This option determines how many points you lose as time goes on. It is never a positive number.

It is dependent on the other 2 fields, "every" and "seconds after initial". Here's an example of how to read these three fields:

"You lose 2 points every 10 seconds, after the first 30 seconds of play."

**Time Cost after initial...**

This option determines how many seconds can elapse before you begin to get charged for elapsed time. It is never a negative number.

It is dependent on the other 2 fields, "Time" and "every". Here's an example of how to read these three fields:

"You lose 2 points every 10 seconds, after the first 30 seconds of play."

## **Time Cost Interval**

This option determines how often (in seconds) you are charged for elapsed time. It is never a negative number.

It is dependent on the other 2 fields, "Time" and "seconds after initial". Here's an example of how to read these three fields:

"You lose 2 points every 10 seconds, after the first 30 seconds of play."

## **Times Through Deck**

This option controls how many times you are allowed to go through the Deck. A value of 9999 insures that there is virtually no limit to the number of times you can go through the Deck.



**Version**

Shows the current version being played. You can change to another version by clicking the down-arrow, and selecting another version.

NOTE: If you change to another version, your current game will be restarted without saving.

## **Window Card Back**

Select this option to use the "Window" card backs.

When animated, the Window card back shows a window with faces that pop up in it.

**Deck**

The "Deck" is the pile of cards you draw from. It's the pile in the upper left corner of the playing area, and the cards are always face-down.

**Foundation**

The Foundation Piles are the 4 piles at the top of the layout, upon which you play the Ace and then build up sequentially within suit.

**Overturn Pile**

This is the pile right next to the Deck, and it's where the cards end up when you click on the Deck to flip over some cards to play.

**Tableau**

The "Tableau" piles are the seven piles along the bottom of the layout. You build down on them in descending order, alternating colors.



