Introduction to Hardwood Solitaire II

Rules of the game

Playing in True Color

Selecting Music

Place your order now!

About

Who made this cool game?

Silver Creek Entertainment
Is a member of the

Association of
Shareware
Professionals ™

What is Hardwood Solitaire?

Hardwood Solitaire II is a beautiful assortment of the most popular solitaire games of all time:

Freecell	**Fourteen Out**
Four Seasons	**Klondike**
Golf	**Pyramid**

Along with that, you also get great music and dazzling graphics!

You'll play your favorite solitaire games in 256 or higher video modes, giving you deep, rich color.   Even though it looks great in 256 colors, its elegant beauty is unleashed in **True Color**.

A scroll will remind you of your best times for each game, as well as give you clues and tips for the rest of the game. You may even find a few hidden features along the way! So keep a lookout.

How to play Hardwood Solitaire II.

There are six different solitaire games to play in Hardwood Solitaire II:

Freecell   **Fourteen Out**

Four Seasons   **Klondike**

Golf   **Pyramid**

By clicking each name, you will see the corresponding rules for that game. While playing a game, You can click on the word "help"   on the menu bar; it will instantly bring up the rules for that game. A right click on the word "help" will take you to the Table of contents of the help file.

Each game has two difficulty levels.   Choose "Easy" for an normal game or "Hard" for a real challenge. In most cases, Easy will allow for an unlimited number of undos; selecting Hard will only permit one undo.

You can Replay any game you like by pressing F12 or by double clicking on a game in the Best Times Scroll .

If you are a speed player, we have Quick Keys for you.   Also, if you right click on a card that possesses the ability to be played to one of the foundations, it will be moved for you.

To enable or   disable the MIDI music, either click the music note icon on the in-game menu or enter the options menu and check/uncheck the corresponding box. Another great option we have included is the ability to play any MIDI file you wish by copying it into the directory where you installed Hardwood Solitaire II. A MIDI music playlist can be arranged by either right clicking on the music note icon on the in-game menu or by entering the options menu and clicking on the Music Box button.

How to play in True Color!

Hardwood Solitaire II is one of the few games for Windows 95/NT that takes full advantage of True Color; it will allow you to see your game in a depth of   up to 16 MILLION COLORS!

That's over 65,000 times more colors than 256 color games!

And here's how you do it!

1   **Click here** **to view Display properties.**

2   **In the Color Palette list, select a High (16-BIT) or True Color (24-BIT) mode.**

Note:

Your monitor and display adapter determine the maximum number of colors that can appear on your screen.   If you have an older video card, you might not be able to play in True Color mode, but it's likely that your computer will have a video card capable of displaying a minimum of 256 colors (256 is the minimum requirement to run Hardwood Solitaire II.)

Ordering Information

Click right here to order! Or order online at :
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Hardwood Solitaire II: The Enchanted Decks is only $24.95 U.S. Dollars!

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More Games:
>   **Klondike**
>   **Freecell**
>   **Pyramid**
>   **Four Seasons**
>   **Fourteen out**
>   **Golf Solitaire**

More card decks:
>   **Original Deck (Your old friends will be with you)**
>   **The Enchanted Deck (Meet royalty from enchanted lands)**
>   **The Jumbo Deck (Get cards that have really big letters and numbers)**
>   **And more that you will be able to download from our website.**

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WWW.SILVERCRK.COM

To call in your order dial **1-888-GAMENET**. If you are faxing your order dial **1-541-474-3353**.

If you are going to mail your form in, send it to:

Hardwood Solitaire II
C/O Silver Creek Entertainment
P.O. Box 1251
Grants Pass, OR   97528-0312

Checks must be drawn in US Dollars.
Make checks payable to "Silver Creek Entertainment".
Your activation code should show up in a few days.

Klondike

Place any Aces you receive from the hand on one of the four foundations in the upper right hand corner.   Once you place an Ace   on a foundation, you can place a 2, 3, 4, etc. of the same suit there as well.

The Tableau is built upon from cards you receive from the Hand by stacking them in descending order according to their respective values while alternating between red and black cards.

The object of the game is to place all of the cards onto the foundations.

Easy

One card is dealt from the hand at a time
You may place a card from the foundation back on the tableau
You have unlimited undo

Hard

Three cards are dealt form the hand at a time
You have one level of undo

Card Values

Selecting Music

Hardwood Solitaire II lets you select the music that you would like to hear while playing a game.

The music box menu has two lists.   The list on the left displays available MIDI files. The list on the right is known as the Playlist (i.e. music to be played). To add or remove a piece of music on the playlist, you may double click on the music or highlight the MIDI file and use the 'add' or 'remove' buttons located at the bottom of the music menu.

If you would like to move music around in the playlist, use the "arrange playlist" arrows. You can also remove all the music from the playlist by pressing the '<<' button or add all available files to the playlist by pressing the '>>' button.

To add more music choices, you can drag and drop MIDI files (*.MID) into your HWS II Directory.

Advanced users can modify the directories that Hardwood Solitaire II will search for MIDI files by editing the music_dir.txt file located in the directory you installed Hardwood Solitaire II. You may enter as many directories as you wish permitting that you only enter one searchable path per line.   And, like most things we do,   the MIDI interface will continue to improve in future products.

Pick a music track from here to add to the playlist.

This is the list of music to be played.

Use the add/remove buttons to move songs to and from the playlist.

Move a song up and down in the order it will be played in the playlist.

Clears the playlist.

Resets the music to the default.

Pyramid

Match any open card on the pyramid or the Talon by dragging one card onto another card so that their respective values add up to 13.   If you can't make a match, pull another card from the Hand.   When you clear all the cards from the pyramid, you win.

Easy

> **You may go through the deck twice**
> **You have unlimited undo**

Hard

> **You may   only go through the deck once**
> **You have one level of undo**

Card Values

Golf

The object of Golf is to match a card from the Talon with a card in the Tableau with a value of either one higher or one lower. If you cannot make a match, pull another card from the Hand. When you place all the cards into the Talon, you win!

Easy

You have unlimited undo

Hard

You may not play a Queen or an Ace on a King

You may not play a King on an Ace

You have one level of undo

Card Values

Freecell

If you've played Klondike, Freecell   follows the same basic rules.   The object of Freecell is to clear the Tableau by placing all of the cards onto the foundations.

To do so, place any open Aces you find in the Tableau on one of the four foundations in the upper right hand corner.   Once you place an Ace on a foundation, you can follow it up with a two of the same suit and so on.   Only open cards in the Tableau   or free cells can be used to build on the foundations.

The Tableau is comprised of cards stacked in descending order and alternating suits.   So, if you have a Jack of Diamonds, you can place a 10 of clubs or spades on top of it.

The four "free cells "to the left of the foundations can be used as temporary open spaces whereupon cards of any suit or value may be placed. However, only one card may be placed at any one time in a free cell.   The cards in free cells, like the open cards in the Tableau, may to be used to build upon the foundations.

Easy

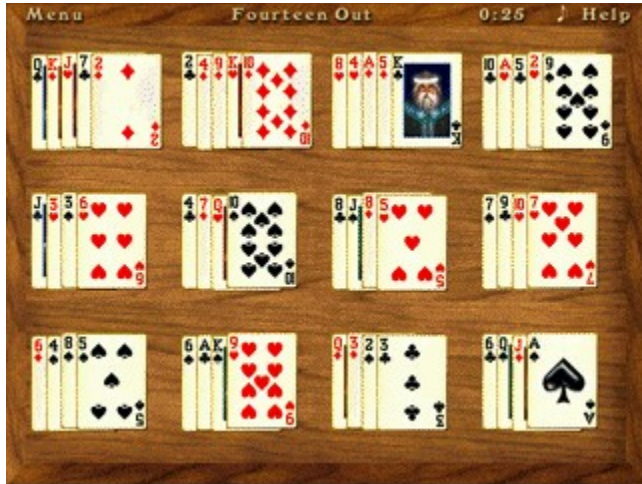You may move entire stacks of sorted cards
You have unlimited undo

Hard

You may only move as many cards as you have Freecells plus one at a time
You have one level of undo

Card Values

Fourteen Out

Make a match with any open card on the Talon by dragging one card onto another card so that their values add up to 14.   When you clear all the cards from the board, you win.

Easy

   You have unlimited undo

Hard

   You have one level of undo

Card Values

Just loop back around to the other end of the values. King to Ace or Ace to King

Four Seasons

Four Seasons, also know as Corner Card or Vanishing Cross, has some neat elements. Basically, you build up the Foundations (the corners) in ascending order of the same suit, around the corner.

The Tableau   consists of the cards between the Foundations.   The Tableau acts as a storage area and can be built upon. The Tableau cards are built upon in descending order, any suit, & around the corner.

At first, it can be challenging keeping different orders straight.

After the cards are dealt out, you'll notice that there is a card already placed in the upper left Foundation.   This card forms the basis for the other three Foundations.   In other words, if the first corner card is a Jack, the other Foundation cards must be started with Jacks as well.

When you've built up all the Foundations and cleared the cards from the Tableau, Talon and Hand, you've won!

Easy

You may go through the deck twice
You may place a card from the foundation back on the tableau
You have unlimited undo

Hard

You may   only go through the deck once
You have one level of undo

Card Values

Talon:
A pile where cards from the **Hand** are placed.

OPEN CARD:
A card that does not have another card placed on top of it.

Hand:

Remaining cards in the deck after all of the cards have been dealt to the Tableau.   This is where you draw cards from.

Tableau

In Freecell, the entire deck is dealt out into the tableau; four columns of seven cards and four columns of six cards.

Tableau

Arrangement of the cards on the table.

About Hardwood Solitaire II

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Disclaimer

Whew!

Questions regarding Hardwood Solitaire II should be sent to:
HWSOL@ SILVERCRK.COM

TRY OUR WEB SITE AT:
WWW.SILVERCRK.COM

The numbered cards hold their face value. The Jack, Queen & King have values of 11,12 & 13 respectively.

The Ace has a value of 1.

Secret Codes

You think we're going to tell you..<BIG GRIN>

KEYS
The following are Quick Keys for the various functions in Hardwood Solitaire II.

F1   **HELP**
F2   **MENU**
F5   **Start Demo mode**
F12   **Replay/Get Game Number or type in a new one**

TAB   Redeal   Backspace   Undo

SHIFT + TAB   Replay the same hand that you've been dealt.

   "+" or "-" to adjust the card animation speed

**The "left" and "right " arrow keys allow you to shuffle between music tracks in the MIDI playlist.
The left arrow will take you back one track and the right arrow will advance you one track.**

Best Times Scroll

The Best Times Scroll will appear every time you complete a game.   And, if you completed a game faster than one of the best times, you'll be able to enter your own name!   The scroll contains the best five times for each game.

If you would like to <u>Replay</u> one of the games on the Best Times Scroll, just double click on one of the games listed.

If you would like to reset the scores for a game on the scroll, click on the word "reset" at the bottom of the scores.

Only times for the game you are currently playing will be displayed on the best times scroll. To see the best times for the other games in Hardwood Solitaire II, click on either the up or down arrows. If you are using a keyboard, use the up or down arrow keys to scroll up and down.

REPLAY

Each time you deal a new game, you can find its particular Game Number by pressing F12. This function allows you to REPLAY games you've played in the past or games that someone would like you to play.   The Game Number dialog box will show you the current game number, and will also allow you to type in another game number to play.

For instance, if you have an older game you would like a friend to play and would like to see if they can achieve a better time, press F12, type in that game's number and PRESTO! This is a great option simply because you can try to beat each other's time without anybody laying blame on the luck of the deal!

Another way to challenge or replay games is to double click on a high score in the <u>Best Times Scroll</u>.   This is a handy option if you cannot remember the Game Number off hand, as well as being very simple to get to; just click on the timer at the top of the table and you're there.

Credits

Game Design
Silver Creek Entertainment ®

Artwork
Jonas Stewart

Programming
Dan Edwards
Chance Small

Music Programming & Composition
Clint Cole
hws_1.mid & hws_3.mid

Curtis S.D. Macdonald
hws_2.mid

Production Manager
Rich Stewart

Testers
Mike Bjorge
Shauna "Roo" Chambers
Cory Ellenson
Flavius
Frank Jacobberger
David L. Jones
Phil Lamb
David Pengilly
Melba Smith
And the rest of the tester clan!

Thanks, we couldn't have done it without you! !

Great Big Thanks To

Our Fans!

Friends and relatives

Mr & Mrs. K

Barkley, Gwen & B.Kitty

El Lopo the Pine Monkey!
(His name backs up every card you play)

Beaker
(Keep your pets locked up from this guy!)

Foundation

Place your cards on the foundation to win the game. Start out your foundation with Aces, one for each space.   To build on the Aces, place a card of the same suit & the next in rank until you've used up all of the cards and the foundation is full.   A two goes on an Ace, a three on a two, etc.

Foundation

Place your cards on the foundation to win the game.   Place a card that is of the same rank as the upper left hand card.   Build on the that card by placing a card of the same suit & the next up in rank until all cards are used up and the foundation is complete.

Freecells
Freecells are "holding areas" for cards.   If you need to put cards aside, you can place them here.

Tableau

In Klondike, the tableau dealt out in seven columns starting with one card in the first column and ending with 7 in the last column.

This card is dealt face up and determines the base card for the foundations.

Tableau

The tableau can be built on by placing a card that is next lower in rank on top of a card in the tableau. Shift your cards around in the tableau so you can place them onto the foundation.

ASP

The folks that brought you Hardwood Solitaire II, Silver Creek Entertainment, are also members of the Association of Shareware Professionals (ASP).   This means that we are dedicated to make sure our products are top notch and you are satisfied.   If you do have any problems feel free to email us at: **hwsol@silvercrk.com**

If you would like to learn more about the ASP stop by the website at www.asp-shareware.org

The Official Ombudsman Statement from ASP:

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