

# 'The Chance'. © 1992 Ralph S. Sutherland

Game #3 from the Card Shell. v1.0.5

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## Apocryphal background

This game is essentially Klondike, perhaps the most popular, if frustrating, solitaire of all.

## The Aim

The aim is to simply build up the four foundations from Aces to Kings each in strict suit order.

## The Deck

A deck of 52 cards is used, comprising of a normal deck Ace Low.

## The Layout and Deal

- Seven columns are dealt. The first with one card, the second with two and so on up to 7 cards in the final column. The cards are face down except the top cards which are face up.
- As many cards as possible are layed off before play starts.
- The remaining cards form the 'stock' and are placed in one pile, face down.

## Moves

- Entire sequences may be moved at one time.
- Spaces may only be filled by Kings.
- Cards that can be layed of onto foundations are automatically laid off as soon as they become available. This is different to Klondike, and can make the game a little harder.
- The stock cards are revealed three cards at a time by dragging the top cards over the talon pile immediatle adjacent to the stock.
- When the stock is exhausted, the talon can be turned over and used to replace the stock. This is done by clicking in the empty stock. The stock may be redealt this way as many times as required.

## Special moves

- Each move made is recorded by the computer. Using the **Moves** menu the player can step back through previous steps and forward again to the most recent move. This means that an erroneous move can be undone. In fact the entire game can be replayed. Since 'The Chance' has hidden cards this has the potential to permit cheating peeks at hidden cards. This feature is intended to allow the player to correct inadvertant moves.

## Sequences

- Sequences in columns may be built up according to the rule currently in force. The rules may be selected using the **Moves** menu with the **Sequences...** item.
- The standard rule says that sequences are built in descending rank sequences of alternating colour. This may be changed to be simple descending rank, regardless of suit, or descending sequence in one suit only.

## Endgame

- The game is lost if no further foundation layoffs are possible. Scoring is done after choosing **New Game (⌘N)** from the **File** menu, before the new game is dealt.

## Scoring

The scoring is a points system that depends on the rules in use for a given game and the number of cards that have been laid off:

Rule	Loss	Win
Match any suit	$(\#cards-20) / 4$	$(\#cards-20) / 4$
Match alternating colour	$2 * (\#cards-10) / 2$	$(\#cards-10) / 2$
Match same suit only	$4 * (\#cards-5)$	$(\#cards-5)$

It is possible to score some points with a losing game if enough cards have been laid off.

The scores are recorded along with some other statistics such as winning/losing streaks and game move counts. Overall points and winning percentages as well as a breakdown by rule type is given at the end of each game and at any other time using **Scores...** from the **Special** menu.

## Strategies

- Keep trying, fortunately this is quite a quick game.

## Cool features of the Card Shell games

- Automatic saving means that you can quit at any time and when you restart the game is restored as it was left off.
- All the games from the card shell can simultaneously share the same 'Cards' file. This contains the sounds and cards pictures. This saves duplicating ~400k of common data for each new game. The games themselves come out about 50k each.
- The very first time a Card Shell game is started, it looks for the Cards file in the same folder as the game. If it cannot find it the user is prompted to find it. Once found its location is recorded along with identification and search info. so that the 'Cards' file can subsequently be moved anywhere else on the disk and still be found.
- The card graphics have been optimised to work equally well on B&W monitor settings as well as 4,16,256,thousands and millions of colours. The layout will fit (just) on the small 9" monitor of an SE/30, and on larger screens the window can be moved anywhere on a multiple monitor set-up.

## Artwork

- The court cards are quite symbolic. I have included motifs of the original card suits: Staffs, Cups, Swords and Coins on their modern counterparts: Spades

Hearts, Diamonds and Clubs. This means that I have moved the characteristic 'oops I've just stuck a sword through my head!' from the King of Hearts to the King of Diamonds, and given the King of Hearts a nice drink (cup) instead.

- The other common convention in the court cards is the identities of the one eyed cards: Jack Hearts, Jack Diamonds and King of Diamonds. This will permit the playing of some obscure Poker variants that actually depend on this.
- The cards are in the form of colour icons in the 'Cards' file. The icons also contain modified B&W versions that will look better in mono than just letting quickdraw do it's stuff.

#### Legal Bits

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Source code for THINK Pascal 4.0 and MPW Pascal/Asm is available for US \$50 which includes licence to use the code to make and distribute freeware and/or shareware applications that depend in essence on this code.

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#### Credits

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