

'The Giant'. © 1992 Ralph S. Sutherland

Game #4 from the Card Shell. v1.0.4

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Apocryphal background

'The Giant' is variation on the classic two pack solitaire "Miss Milligan". "Miss Milligan" is one of the oldest double pack games and unfortunately it's origin is unknown.

'The Giant' is a variant designed to make this normally very difficult game a little more likely to work out. (quite little actually...) The variations can be turned off so that the original Miss Milligan game can be played.

The Aim

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

The Deck

A deck of 104 cards is used, comprising of two normal 52 card decks. Solitaire decks like this often have complementary but distinctive back patterns. The user can choose card back patterns using the **Special** menu. The background pattern may also be selected from a list of patterns.

The Layout and Deal

- Eight columns of one card are dealt face up, these are the 'columns'.
- The remaining cards for the 'stock' and are placed face down in a single pile in the upper left corner.
- Adjacent to the columns on the right is a space for holding a 'waived' card during the course of the game.
- Any Aces dealt onto the piles are layed off onto the foundations before any play commences.
- All this is achieved using the **New Game** item (â€œN) on the **File** menu.

Moves

- Any sequence or part of a sequence may be moved at a time.
- At any time a single card may be put aside or 'waived'. It can be placed on the space adjacent to the columns to the right. Any card can go here, even when Miss Milligan Rules.
- Sequences are built up according to the sequence matching rules in force.
- Cards may be built up on the foundations at any time. The foundations are built from Aces up to Kings in strict suit.
- Cards from the foundations may be played back onto the tableau if desired.

- Cards are dealt from the stock eight cards at a time, one per column, at any time. Simply click on the stock to deal the next lot of eight cards.
- When a column has been cleared then it may be filled by any sequence.
- 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.

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 Giant' has hidden cards this has the potential to permit cheating peeks at hidden cards. While non-revealing use of the **Forward (⌘~F)** and **Backward (⌘~B)** is permitted under the rules, it left to the conscience of the player whether to use it to peek at unexposed cards or not. I think this kind of restraint is an essential feature of 'real' Solitaire games, so, you can cheat, but you have serious problems if you persist in cheating yourself like this.
- An automatic layoff option (**⌘~L**) can be used to check for all possible layoffs from exposed packets and columns. It doesn't check the stock or talon. It may be used at any time and can save a lot of mousing around at the end of the game.
- Holding down the shift key while clicking on a card will test it for layoff onto a foundation.
- Because of the very long columns that can arise during play, each column has a spacing control immediately above it. The up arrow compacts the column, the dot resets the spacing and the down arrow expands the spacing.
- Fast forward and rewind options are useful for game replays, these use multiple forward and backward command with sound off and fast animation on.

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 the some suit only. The choice of matching rule affects the scoring. (see below)
- In general the simple rank rule is easiest and the strict suit rule is hardest.

Miss Milligan Rules (OK?)

- When Miss Milligan rules, only sequences starting with a King can be moved into vacancies and cards may not be moved off the foundations. This makes for a very difficult game when the harder matching rules are in force.

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	Win	
	Loss	
Match any suit	$(\#cards-40) / 4$	$(\#cards-40) / 4$
Match alternating colour	$2 * (\#cards-20) / 2$	$(\#cards-20) / 2$
Match same suit only	$4 * (\#cards-10)$	$(\#cards-10)$

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

- When Miss Milligan rules, scores are doubled (both ways).

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.

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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Credits

Special thanks to Neville Smythe for brave and dedicated Alpha testing.
Artwork with Colour MacCheese, thanks to Baseline and the MacCheese gang.
Help Text with Imaj from the Data Suite.