



# The Solitaire Wizard

by Tom Warfield

[GoodSol@aol.com](mailto:GoodSol@aol.com)

[75237.254@compuserve.com](mailto:75237.254@compuserve.com) (SWREG #12570)

Get the latest version and information about The Solitaire Wizard on the World Wide Web at:

<http://users.aol.com/GoodSol/solwiz.html>

[Quick Start](#)

[General Information](#)

[Playing the Games](#)

[Menus](#)

[Off to See the Wizard](#)

[Registration Benefits and How to Register](#)

[License](#)

[About the Number of Games Limit](#)

Other Programs by the Same Author:

[Pretty Good Solitaire](#)

[Napoleon Solitaire](#)

## Quick Start

If you've ever played a Windows solitaire game, you won't have much trouble playing this one. Simply click on the name of the game you want to play (such as Klondike).

To find out the rules of a particular game, goto the help menu, click on the help button on the toolbar, or press F1. If you become familiar with how the "Solitaire Wizard" works, you can also find the rules by choosing Properties from the Game menu.

To move the cards, drag them with the left mouse button and drop them where you want them. Or, you can click on the right mouse button to have the computer automatically move the card for you.

Note that you can undo and redo moves by clicking on the toolbar. You can also start a new game, select a game position by number, and exit from the toolbar. If you don't like the toolbar, (for instance, if you are in 640x480 resolution and it takes up too much valuable room), you can turn it off in the options menu in the main screen.

The autoplay option will automatically play cards to the foundation for you, if it is possible to move them. This can be a great timesaver, but if you want this option turned off, you can do so in the options menu of each game.

When you exit a game, the game is saved automatically for you and you can resume the game right where you left off. If you don't want games saved, you can turn this off as well from the options menu of the main screen.

Have fun!

## General Information

Welcome to The Solitaire Wizard! This program is more than just another solitaire program. This program allows you to create your own solitaire games by making up the rules to the game yourself.

First, The Solitaire Wizard is a collection of 11 solitaire games, all variations of the most popular solitaire game in the world, Klondike. Microsoft included a variation of Klondike with Windows, and that game is in this collection as well under the name "Windows Solitaire".

Each of games is a variation on the same theme- you have four piles called the foundation, and the object of the game is to move all the cards to the foundations. In most games the foundations are built up in suit from Ace to King, but this can vary in some games.

In each game some number of cards are dealt out in piles called the tableau. In regular Klondike, there are 7 tableau piles. One card is dealt to the first pile, two to the second, and so on, making a triangular pattern. In some games all the cards are face up, in others only the top card is face up. These piles are built down, by opposite color in Klondike, although this can vary from game to game.

The rest of the cards are dealt face down in a pile called the stock. During the game the stock is turned over to a waste pile, sometimes one card at a time, sometimes three, depending on the game. In some games there isn't a waste pile. In these games one card is dealt from the stock to each tableau pile.

You win if all the cards are moved to the foundation piles, you lose otherwise.

You can spend all your time just playing the 11 games provided with the program and never look at the button called "Solitaire Wizard", if you wish. But it is the Solitaire Wizard that makes this program unique.

When you click on the "Solitaire Wizard", you are taken to a screen where you can create your own solitaire games by setting the rules yourself. You can control whether you play with 1 deck or two. You can determine how many tableau piles there are. You can determine how the tableau piles are built. You have control over nearly every aspect of the game, except for the basic structure. You can create up to 443,520 different variations on the rules. Of course, some of these games may be too easy or too hard, but you can adjust the rules to your taste.

Click below for details on how to use the "Solitaire Wizard".

[Off to See the Wizard](#)

The Solitaire Wizard has all the features of my award-winning solitaire collection Pretty Good Solitaire. I've also written another program, Napoleon Solitaire, that had a primitive version of the Wizard. That collection was based on the popular game Forty Thieves. Look for both of these programs on my web site.

# Off to See the Wizard

The Solitaire Wizard allows you to create up to 443,520 different solitaire games by changing the rules of the games. You can invent your own games, name them, and change them to suit your taste.

The Solitaire Wizard is divided into four parts: Deck, Tableau, Foundation, and Deal. Each deals with a different aspect of the game.

## **Deck**

The Deck portion of the Wizard has two fields, Save Game Name and Number of Decks.

### **Save Game Name**

In the box for Save Game Name, type the name of the game you wish to create. You can give it any name you wish (except don't give it the name of an existing game). If you want to edit the rules of a game you have already created, you can select the name of that game in the drop-down box.

### **Number of Decks**

In the Number of Decks box, choose whether you want to play a game that uses 1 deck of cards (52 cards), or 2 decks of cards (104 cards).

When you are finished with these two fields, click on the Next button, or click on the Tableau tab to move on.

[Tableau](#)

# Tableau

The Tableau part of the Wizard has 5 fields, Number of Tableau Piles, Face Up Cards, Method of Tableau Building, Empty Tableau Filled By, and Groups of Cards may be Moved as a Unit.

## ***Number of Tableau Piles***

Determines how many tableau piles there will be in the game. This can be anywhere from 7 to 12. The number of tableau piles will also determine what Windows screen resolutions the game will run in.

- 11 to 12 tableau piles - requires at least a 1024 x 768 resolution.
- 9 to 10 tableau piles - requires at least a 800 x 600 resolution.
- 7 to 8 tableau piles - runs in any resolution, including 640 x 480.

The program will not change Windows resolutions for you. In Windows 3.x, you must go to Windows Setup to change the resolution. In Windows 95, right-click on the desktop and select Properties | Settings.

## ***Face Up Cards***

Determines how many cards are dealt face up in each tableau pile. There are two choices: only the top card dealt face up, or all the cards dealt face up.

## ***Method of Tableau Building***

Determines how the tableau piles are built down. The choices are: build down in the same suit only, build down in alternate colors, build down in the same color only, build down in any suit but the same suit, and build down regardless of suit.

This selection gives you a lot of power over the difficulty level of the game. Games that require cards to be of the same suit are the most difficult, because they are the most restrictive. The other choices become progressively less difficult, with building down regardless of suit the easiest.

## ***Empty Tableau Filled By***

Determines how empty piles in the Tableau are filled. There are four choices: any card or legal sequence or cards (no restrictions), only a King (or one rank below the foundation base, if the foundation base is not an Ace), a card from the stock or waste pile only, or spaces can't be filled at all.

## ***Groups of Cards can be Moved as a Unit***

Determines whether you can move more than one card at a time among Tableau piles. There are 3 choices: No, you can only move one card at a time, yes, you can move groups but only if they are in a legal sequence (these sequences are chosen in the drop-down box), and yes, you can move groups without any restrictions.

When you have completed filling in these fields, click on the next button or on the Foundation tab.

[Foundation](#)

# Foundation

The Foundation part of the Solitaire Wizard has two parts, Foundation Base Card, and Foundation Building Method.

## ***Foundation Base Card***

Determines what card starts each Foundation pile. You have two choices: begin all piles with aces (choosing this option gives you the further choice of dealing the aces to the Foundations at the beginning of the game, or not), or begin all piles with a card rank chosen at random at the beginning of the game. In this case, the first card in the deck is dealt to the first Foundation pile. All other Foundation piles must then begin with the same rank as this card. (For example, if the card is a 4 all the other piles must start with 4's and build up).

## ***Foundation Building Method***

Determines how the Foundation piles are built up from their base. There are 4 choices: Build up in suit (most usual), build up in alternate color, build up in color, and build up regardless of suit.

When filling out these fields is complete, click on the next button or the Deal tab.

[Deal](#)



# Deal

The Deal part of the Solitaire Wizard has two parts: Number of Cards Dealt from Stock, and Number of Redeals Allowed.

## ***Number of Cards Dealt from Stock***

Determines how many and by what method cards will be dealt from the stock pile. There are three choices: deal one card at a time to the stock pile, deal three cards at a time to the stock pile, and deal one card to each tableau pile. In this last case there is no waste pile and there can be no redeals.

## ***Number of Redeals Allowed***

Determines how many times the waste pile can be turned over and dealt back again as the stock. There are 5 choices: no redeals allowed, only 1 redeal allowed, 2 redeals, 3 redeals, and unlimited redeals. This choice has a big effect on how easy the game is to win.

When you have completed these fields, you are finished with the Wizard. You can play the game you just created by clicking on the Done button. You can go back and change anything you want by clicking on the Previous button, or by clicking on a tab at the top of the screen. You can abandon this game by clicking on Cancel.

# Playing the Games

All the games in The Solitaire Wizard follow the same basic format. They all have a foundation, tableau, stock pile, and possibly a waste pile. To see the specific rules of a particular game, select Properties from the Game menu.

## ***Foundation***

The foundation piles are always located at the top of the screen, marked with X's when they are empty. There are either 4 or 8 foundation piles, one for each of the suits in either 1 deck or 2 decks. The foundation piles are built up, usually in suit and beginning with an ace and moving up to Kings, although this can vary from game to game.

## ***Tableau***

The tableau piles are located below the foundation piles. There are between 7 and 12 tableau piles, depending on the particular game. 1 card is dealt to the first pile, 2 to the 2nd, and so on at the beginning of the game. The tableau piles are always built down. For example, a 6 can be played on a 7. Depending on the game, the cards may have to be the same suit, or of opposite colors, or some other method of building. To see how the tableaus of a particular game are built, select Properties from the Game menu, and see the "Tableau Building Method" property.

In some games, only one card at a time can be moved from one tableau pile to another. In other games, groups of cards that are in a descending sequence and meet the tableau building method property may be moved as a unit. Again, check the Properties from the Game menu, and see the "Move groups of cards as a unit" property.

## ***Stock Pile***

The stock pile is located at the upper left hand corner of the screen (except in some games where it is located in the lower left hand corner). All the cards not dealt to the tableau are placed face down in the stock pile. These cards can be turned over one at a time or three at a time, depending on the game, by clicking on the stock pile. The top card of the stock pile is then turned over and moved to the waste pile. The stock pile may only be run through once during a game.

Some games may not have a waste pile. In this case, clicking on the stock deals one card to each tableau pile.

## ***Waste Pile***

The waste pile contains all unused cards from the stock pile. As cards are turned over from the stock pile, they are placed in the waste pile. The top card of the waste pile is always available for play on either the tableau or the foundation.

## ***Objective***

The objective of the game is to get all cards in the foundation piles. When all cards are in the foundation piles, the game is won. If the stock pile is empty and all cards cannot be played to the foundations, the game is lost.

[Klondike](#)  
[Windows Solitaire](#)  
[Double Klondike](#)  
[Thumb and Pouch](#)  
[Gargantua](#)  
[Whitehead](#)  
[Carlton](#)  
[Agnes](#)  
[Springfield](#)  
[Queenie](#)  
[Lady Jane](#)

# Klondike

1 Deck.

## ***Object***

To move all the cards to the Foundations.

## ***Layout***

- 4 Foundation piles (top right) - build up in suit from Ace to King.
- 7 Tableau piles (below foundations) - build down by alternate color. Move groups of cards if they are in alternate color. Fill spaces with Kings or groups of cards with a King at the bottom.
- Stock (top left, face down) - turn over 3 cards at a time, by clicking. No redeals.
- Waste (next to Stock) - Top card always available for play.

# Windows Solitaire

1 Deck.

## ***Object***

To move all the cards to the Foundations.

## ***Layout***

- 4 Foundation piles (top right) - build up in suit from Ace to King.
- 7 Tableau piles (below foundations) - build down by alternate color. Move groups of cards if they are in alternate color. Fill spaces with Kings or groups of cards with a King at the bottom.
- Stock (top left, face down) - turn over 3 cards at a time, by clicking. Unlimited redeals.
- Waste (next to Stock) - Top card always available for play.

# Double Klondike

2 Decks.

## ***Object***

To move all the cards to the Foundations.

## ***Layout***

- 8 Foundation piles (top) - build up in suit from Ace to King.
- 9 Tableau piles (below foundations) - build down by alternate color. Move groups of cards if they are in alternate color. Fill spaces with Kings or groups of cards with a King at the bottom.
- Stock (bottom left, face down) - turn over 3 cards at a time, by clicking. Unlimited redeals.
- Waste (next to Stock) - Top card always available for play.

# Thumb and Pouch

1 Deck.

## ***Object***

To move all the cards to the Foundations.

## ***Layout***

- 4 Foundation piles (top right) - build up in suit from Ace to King.
- 7 Tableau piles (below foundations) - build down by any suit but the same. Move groups of cards if they are in sequence. Fill spaces with any card.
- Stock (top left, face down) - turn over 1 card at a time, by clicking. No redeals.
- Waste (next to Stock) - Top card always available for play.

# Gargantua

2 Decks.

## ***Object***

To move all the cards to the Foundations.

## ***Layout***

- 8 Foundation piles (top) - build up in suit from Ace to King.
- 9 Tableau piles (below foundations) - build down by alternate color. Move groups of cards if they are in alternate color. Fill spaces with Kings or groups of cards with a King at the bottom.
- Stock (bottom left, face down) - turn over 1 card at a time, by clicking. One redeals.
- Waste (next to Stock) - Top card always available for play.



# Whitehead

1 Deck.

## ***Object***

To move all the cards to the Foundations.

## ***Layout***

- 4 Foundation piles (top right) - build up in suit from Ace to King.
- 7 Tableau piles (below foundations) - build down by same color. Move groups of cards if they are the same. Fill spaces with any card.
- Stock (top left, face down) - turn over 1 card at a time, by clicking. No redeals.
- Waste (next to Stock) - Top card always available for play.

# Carlton

2 Decks.

## ***Object***

To move all the cards to the Foundations.

## ***Layout***

- 4 Foundation piles (top right) - build up in suit from Ace to King.
- 7 Tableau piles (below foundations) - build down by alternate color. Move groups of cards if they are in alternate color. Fill spaces with any card or legal sequence of cards.
- Stock (bottom left, face down) - deal one card to each tableau pile, by clicking. No redeals.

# Agnes

1 Deck.

## ***Object***

To move all the cards to the Foundations.

## ***Layout***

- 4 Foundation piles (top right) - build up in suit from Ace to King.
- 7 Tableau piles (below foundations) - build down by the same color. Move groups of cards if they are the same color. Spaces are not filled.
- Stock (top left, face down) - Deal one card to each tableau pile, by clicking. No redeals.

# Springfield

2 Decks.

## ***Object***

To move all the cards to the Foundations.

## ***Layout***

- 8 Foundation piles (top right) - build up in suit from the rank of the first card dealt to the first foundation pile.
- 8 Tableau piles (below foundations) - build down by alternate color. Move groups of cards if they are in alternate color. Fill spaces with Kings or groups of cards with a King at the bottom.
- Stock (bottom left, face down) - turn over 1 card at a time, by clicking. No redeals.
- Waste (next to Stock) - Top card always available for play.

# Queenie

1 Deck.

## ***Object***

To move all the cards to the Foundations.

## ***Layout***

- 4 Foundation piles (top right) - build up in suit from Ace to King.
- 7 Tableau piles (below foundations) - build down by alternate color. Groups of cards may be moved with no restrictions. Fill spaces with Kings or groups of cards with a King at the bottom.
- Stock (top left, face down) -Deal one card to each tableau pile, by clicking. No redeals.

# Lady Jane

2 Decks.

## ***Object***

To move all the cards to the Foundations.

## ***Layout***

- 8 Foundation piles (top right) - build up in suit from Ace to King.
- 10 Tableau piles (below foundations) - build down regardless of suit. Move groups of cards if they are in the same suit. Fill spaces with Kings or groups of cards with a King at the bottom.
- Stock (top left, face down) - turn over 3 cards at a time, by clicking. One redeal.
- Waste (next to Stock) - Top card always available for play.

# Menus

[Main screen](#)

[Individual Game](#)

# Main screen Menus

## ***Game Menu***

- Select Random Game - selects one of the games at random to play.
- Add New Player - adds a new player to the player list. You will be asked for a name for the new player.
- Delete Current Player - deletes the currently selected player from the player list. You will be asked to confirm the action.
- Delete Current Game - deletes games that were created and named by the Solitaire Wizard. First you must click on game in the box at the right hand side of the screen. This starts the game. Exit the game, and with the game name still highlighted in the box, select "Delete Current Game". The game will be deleted. Note that any game can be recreated by choosing its rules in the Solitaire Wizard and naming it.
- Exit - exits the program.

## ***Options Menu***

- Show Game Statistics - shows the win/loss statistics for the current player for all games.
- Card Backs - selects the card back design. Click on one of the six designs to choose.
- Background Color - selects the background color to use in each game. Different games can have different background colors.
- Game Statistics - determines whether win/loss statistics will be kept for each game. If you do not want statistics of your performance kept, simply unselect this option. Your current statistics will remain, but no new results will be added until you select the option again. Different player names can set this option individually.
- Game Saving - determines whether the game positions of every game are saved upon exit. This means that if you are interrupted during play, and exit the game, you can return to the same position the next time you play. When this option is not set, the game positions are not saved. Turning off the option will also delete all currently saved positions. Different player names can set this option individually.
- Toolbar - determines whether to show a toolbar at the top of the screen in the games. This allows quick clicking for commands like Undo. Different player names can set this option individually.



# Individual Game Menus

## ***Game Menu***

- New Game - Starts a new game by dealing out a new deck. If you are in the middle of a game and Game Statistics is on, a loss will be added to your statistics.
- ReStart Game - Starts the current game over again from the beginning. This will not affect your statistics.
- Select Game - Selects a starting position by number. You can select a number from 1 to 2,147,483,647. Clicking OK will start a new game with this position. Clicking Cancel will return to the current game. This feature allows you to play the same game position over again.
- Properties - Shows the rules for the current game. Particularly useful when using the Solitaire Wizard.
- Exit - exits the game. If Game Saving is set, the current position will be saved for when you play that game again. Otherwise, it ends the game and adds a loss to your statistics.

## ***Options Menu***

- Undo - undoes the last move. Moves can be undone back to the beginning of the game (of course, ReStart Game would be easier in this case).
- Redo - Replays any moves you have undone, in case you change your mind.
- Game Saving - determines whether the game positions of every game are saved upon exit. This means that if you are interrupted during play, and exit the game, you can return to the same position the next time you play. When this option is not set, the game positions are not saved. Turning off the option will also delete all currently saved positions. Different player names can set this option individually.
- AutoPlay - When checked, any cards in the tableau or cells that can be legally moved to the foundation are automatically moved there. This speeds up play.
- Statistics - Shows the won/loss statistics for the current game and player.

## Benefits of Registration

This program is shareware. As such, you have a limited evaluation period in which to determine whether you wish to register this program. Continued use beyond the evaluation period requires registration. The registration price for this program is only \$15 (plus \$3 if you want a disk).

If you do register this program, this is what you will get for your money:

- A registration code and instructions on how to input this code to register your copy of The Solitaire Wizard. This process will get rid of the registration notices and allow you to play an unlimited number of games. (Your registration code will be sent by e-mail if you specify an e-mail address; otherwise, it will be sent by regular mail). You will also receive a 3.5 inch diskette by mail if you include the \$3 shipping fee.
- Upgrades to all future versions distributed by e-mail. Be sure to include your e-mail address on the registration form if you wish to take advantage of this benefit. Upgrades can also be downloaded from the Solitaire Wizard internet site. Your registration code will work for all future versions.
- Technical support, via e-mail.

[Registration by Mail Form](#)

[Registration by CompuServe's SWREG Service](#)

[Registration by Phone, E-mail, or Fax \(Credit Card\)](#)

# Registration Form

## *The Solitaire Wizard 1.0a*

Ordering by check: To order by check send this order form and a check to:

Thomas Warfield  
PO Box 9155  
Springfield IL 62791-9155 USA

To print this form, click on Print Topic in the File pull-down menu. Payment must be in US dollars drawn on a US bank, or you can send international postal money orders in US dollars (Canadian dollars also accepted, but please calculate exchange rate).

Prices: The Solitaire Wizard \_\_\_\_ copies @ \$15 each = \$ \_\_\_\_\_  
shipping for 3.5 inch diskette (optional) \$3 =  
\$ \_\_\_\_\_

Total enclosed  
\$ \_\_\_\_\_

Name \_\_\_\_\_

Address \_\_\_\_\_

City \_\_\_\_\_ State/Province \_\_\_\_\_

Zip Code/Postal Code \_\_\_\_\_ Country \_\_\_\_\_

E-Mail address \_\_\_\_\_

Check here if you wish to receive upgrades by email \_\_\_\_\_

Where did you hear about or find The Solitaire Wizard?

\_\_\_\_\_

Suggestions:

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_



## **CompuServe SWREG Registration**

Use the CompuServe command GO SWREG and follow the menus to register.

The Solitaire Wizard's SWREG registration ID is #12570.

Detailed instructions for WinCIM users: select Go from the Services menu, and type SWREG. Then double click on "Register Software" in the Shareware Registration box. After viewing the Registration Agreement, click on Proceed, then select your Geographic Region. Double click on ID # in the Register Shareware box and enter the ID number 12570.

Now double click on "Display Selected Titles" and then double click on the appropriate entry. Click on Description to see a description of The Solitaire Wizard. You can now click the Register button to fill in your order information.

Your CompuServe account will be charged \$18 (\$15 registration plus \$3 shipping). You will receive a confirmation by email that will include your registration code, probably within a day. A disk will be sent by mail to the address you provide (this will take longer).

# Registration by Phone, E-mail, or Fax

## **Registration via Credit Card thru NorthStar Solutions**

For your convenience I have contracted with NorthStar Solutions to process any orders you wish to place with your valid VISA or MasterCard.

For technical support, questions, or comments about this program, please contact me at GoodSol@aol.com or at Thomas Warfield, PO Box 9155, Springfield IL 62791. Please note that NorthStar Solutions is an order-taking service and cannot answer any questions about The Solitaire Wizard.

You may contact NorthStar Solutions FOR ORDERS ONLY via any of the following methods:

Phone: 1-800-699-6395 (10 am to 8 pm, Eastern Standard Time. USA only)

1-803-699-6395 (10 am to 8 pm, Eastern Standard Time)

Fax: 1-803-699-5465 (available 24 hours. International orders encouraged).

Email: On America Online: STARMAIL  
On the internet: 71561.2751@compuserve.com

Regardless of how you register, please have the following information:

- The program and version number (The Solitaire Wizard, version 1.0) you are registering.
- Your mailing address.
- Your Visa or MasterCard number and its expiration date.
- Your email address, if you have one, so NorthStar Solutions and I can confirm your registration and send you your registration code.

### **Important:**

- 1 NorthStar Solutions processes registrations only, please contact me for any product/technical support.
- 2 Emailed and faxed registrations are encouraged, but all registrations are very much appreciated!
- 3 Your Visa or MasterCard will be charged either \$15 or \$18, depending on whether you want the latest version sent to you on disk (the \$3 shipping fee). Either way, the charge will be in the name "NorthStar Solutions" on your bill.

# License

The Solitaire Wizard

Copyright © 1996 Thomas Warfield. All rights reserved.

## License Agreement

You should carefully read the following terms and conditions before using this software. Your use of this software indicates your acceptance of this license agreement and warranty.

## Evaluation and Registration

This is not free software. You are hereby licensed to use this software for evaluation purposes without charge up to 300 plays. If you use this software after your 300 game evaluation period has expired a registration fee is required.

Unregistered use of The Solitaire Wizard after the evaluation period is in violation of U.S. and international copyright laws.

## Distribution

You are hereby licensed to make as many copies of the unregistered version of this software and documentation as you wish; give exact copies of the original unregistered version to anyone; and distribute the unregistered version of the software and documentation in its unmodified form via electronic means.

You are specifically prohibited from charging, or requesting donations, for any such copies, however made; and from distributing the software and/or documentation with other products (commercial or otherwise) without prior written permission, with one exception: magazines may distribute this software on a diskette or CD-ROM sold with the magazine, subject to the conditions in this license, without specific written permission.

## Disclaimer of Warranty

THIS SOFTWARE AND THE ACCOMPANYING FILES ARE SOLD "AS IS" AND WITHOUT WARRANTIES AS TO PERFORMANCE OF MERCHANTABILITY OR ANY OTHER WARRANTIES WHETHER EXPRESSED OR IMPLIED.

## **About the Number of Games Limit**

The Solitaire Wizard is shareware. This does not mean that it is free software, but rather that you have the opportunity to try out the program before you buy it. If you don't like this program, you can simply delete it. However, if you continue to play The Solitaire Wizard, you are expected to register it.

Therefore, so that you have ample opportunity to evaluate this program to determine whether you would like to register it, I have allowed you to play the game 300 times (plus, you can play Klondike an unlimited number of times). This means that each time you play one of the ten games other than Klondike, or when you play a game that you created with the Wizard, it counts as one of the 300 games.

After you have played 300 games, the program will not permit you to play more unless you register. If you have Game Saving enabled, you will be able to complete any saved games once you reach the limit.



## **Pretty Good Solitaire**

Pretty Good Solitaire is a collection of 60 Windows solitaire games, including most of the classic solitaire games. It contains many of the same features as The Solitaire Wizard, such as autoplay, game saving, statistics, and so on. The 60 games include Klondike, Canfield, FreeCell, Spider, Seahaven Towers, Yukon, Forty Thieves, Pyramid, and many more. Look for this collection in the same place that you found The Solitaire Wizard, or download it from the World Wide Web at <http://users.aol.com/GoodSol/pgs.html>.

Pretty Good Solitaire 2.1

by Tom Warfield

released June 20, 1996

Registration price: \$19 Compuserve SWREG #8322

<http://users.aol.com/GoodSol/pgs.html>

## **Napoleon Solitaire**

Napoleon Solitaire is a solitaire program similar to the Solitaire Wizard, except it is based on the popular solitaire game Forty Thieves. Like The Solitaire Wizard, you can create you own solitaire games by changing the rules. It contains many of the same features as The Solitaire Wizard, such as autoplay, game saving, statistics, and so on. Look for this program in the same place that you found The Solitaire Wizard, or download it from the World Wide Web at <http://users.aol.com/GoodSol/napsol.html>.

Napoleon Solitaire 1.0

by Tom Warfield

released February 16, 1996

Registration price: \$15 Compuserve SWREG #9155

<http://users.aol.com/GoodSol/napsol.html>



