

**SOLATOR1Help for SoLaTor Suite  
1TRUEyesyesyesyesyesyes20/06/96**

# Table of Contents

## SoLaTor Suite 1

### Card Games:

Accordion

Aces Up

Matrimony

Patience

Thirteen

### Menu

### Toolbar

### Scoring

### Customizing Sounds

### Registration

### Credits

# SoLaTor Suite 1



Welcome to SoLaTor Suite 1, Version 2.0a.  
Written by Howard Patch.

This is version 2.0a and was written mainly for a 486DX, running Win95 at a resolution of 800x600, 256 Colors. I've tested it out on other computers and at other resolutions, and have seen no problems. If you have any comments or suggests you can contact me at:

Howard Patch  
1710 Cherrywood Ln.  
Lindenhurst, IL 60046

Or E-Mail at: [LaTorSoft@AOL.com](mailto:LaTorSoft@AOL.com)

If you don't hear sounds,

- 1) Make sure that the .wav files are in the same directory as solator1.exe
- 2) Make sure sounds are checked in the Game Options menu.
- 3) Contact me.

If you have any comments or find any bugs, please contact me. I'll do my best to add it to the next revision if I think others will like it also. Please be as specific as possible about what you want added.

Please upload the 1solt20a.zip or 12solt2b.zip file to your favorite BBS, CompuServe, American on Line or FTP site.

## Disclaimer:

This program is being issued as SHAREWARE (\$5.00 US). Use at your own risk. I will not be held responsible for anything. Period.

## Order Form

## Table of Contents

# Registration

If you like this game, please print the Order Form and send \$5.00 US to the address below for a registration number. This is version 2.0a. It may not be the latest version. If you want me to send you the latest version on diskette, send an additional \$5.00. See Order Form. If you have an e-mail address, please include it with your registration for free upgrade information.

Howard Patch  
1710 Cherrywood Ln.  
Lindenhurst, IL 60046

e-mail: LaTorSoft@AOL.com

When you register and have an e-mail address, you will be notified of any upgrades and status of other volumes of SoLaTor. I will give you a registration number that is unique to you which will remove the nasty nag screen. That number will be good for all versions of SoLaTor Suite 1.

If you are the author of a windows game, I will gladly trade registered copies of different SoLaTor Suites for a registered copy of your game.

The number of games I write depends on the number of people that register this game. So if you want more solitaire games, give the unregistered version (1solt20a.zip or 12solt2b.zip) to your friends or upload it to your favorite BBS, American-On-Line or CompuServe. Thanks for your support.

## **CREDIT CARD ORDERS ONLY -**

*All credit card order must additionally add \$5.00 to cover the credit card service. This will raise the cost of getting a registration number to \$10.00.*

You can order with MC, Visa, Amex, or Discover from Public (software) Library by calling 713-524-6394 or by FAX to 713-524-6398 or by CIS e-mail to 71355,470. Internet e-mail to 71355.470@compuserve.com  
Product: #11947, Product Name: SoLaTor Suite 1

THE ABOVE NUMBERS ARE FOR CREDIT CARD ORDERS ONLY.  
THE AUTHOR OF THIS PROGRAM CANNOT BE REACHED AT THESE NUMBERS.

Any questions about the status of the shipment of the order, refunds, registration options, product details, technical support, volume discounts, dealer pricing, site licenses, non-credit card orders, etc, must be directed to <Howard Patch at the address above.

**Order Form**  
**Table of Contents**

# Accordion



Accordion Solitaire is simple to play, but the odds of winning are slim. The object is to deal all the cards into 1 pile.

You can move a card on top of the card one to the left or three to the left only if the two cards are of the same suit or the same value. You can deal out as many cards as you wish.

In this computer versus, you can run the game in a compressed or non-compressed mode. In the non-compressed mode, only a maximum of 26 piles can be displayed. This is due to the lack of screen real estate with resolutions of 640 x 480. 26 piles should be plenty.

Click on the deck to start the game. Use the mouse to drag cards on top other cards to gain points.

Since this is a very difficult game to win, higher points are given for ending with less than 7 piles.

If you have the skill and would like to see all of the cards on the screen at once, you must run it in compressed mode. In compressed mode, the mouse buttons are deactivated, and the keyboard must be used.

To move the cards, place the mouse pointer over the card you want to move, and press the number 1 to move the card one to the left and three for three to the left. This mode can be played faster than the other mode.

To change the mode, click on the Change Game icon, and set the mode by pressing button 1, 2 or 3. Press the Accordion icon and away you go.

**Scoring**

**Table of Contents**

**SoLaTor Suite 1**

# Aces Up



Aces Up Solitaire (also known as Idiots Delight) is simple and fast game to play, but it can be difficult to win.

First, deal a row of cards by clicking on the deck.

If you have two cards with the same suit, double click on the lowest card (Aces are high.) Instead of double clicking with the mouse, you can put the mouse pointer over the card to remove and press the letter "D" on your keyboard.

When all moves are made, fill the empty slots with any top card from another pile, and repeat the method of removing cards.

Click on the deck again to fill the slots or deal four more cards overlapping the ones already there.

Go through the entire deck until no more moves can be made. Higher points are given for ending with less than 8 cards on the board.

**Scoring**

**Table of Contents**

**SoLaTor Suite 1**

# Matrimony



Matrimony Solitaire (also known as Nestor) is a very quick solitaire game to play and one that is relatively easy to win. The difficult part is winning with a high score.

Six rows of eight cards are dealt making sure that none of the columns have more than one card of the same value. The four cards left are the stock.

Remove cards of the same value by twos from the exposed cards at the end of the columns.

When you can't make any more moves, turn up a card in the stock.

You can go through the stock as many time as you want, but your score will suffer by 75 points each time.

Every time a card is turned up, the number of cards left is subtracted from your score (so don't turn up cards too soon.)

Higher points are given for having less than eight cards left.

**Scoring**

**Table of Contents**

**SoLaTor Suite 1**

# Patience



Patience Solitaire (also known as Auld Lang Syne) is the one of the quickest game to play and very, very difficult to win.

The four aces are dealt as the foundation. The object is to build the aces up to kings, regardless of suit.

First, deal a row of cards by clicking on the deck. If you deal a two of any suit, double click on it to move it to the foundation. Instead of double clicking with the mouse, you can put the mouse pointer over the card to move and press the letter "D" on your keyboard.

Keep building on the foundation until no more moves can be made. When all moves are made, click on the deck again to deal four more cards overlapping the ones already there.

You can only play the top card of each pile. Go through the entire deck until no more moves can be made.

Higher points are given for playing cards with a higher value.

**Scoring**

**Table of Contents**

**SoLaTor Suite 1**



# Thirteen



Thirteen Solitaire (also known as Baroness or Five Piles) is simple and very fast game to play, and not that difficult to win.

Deal a row of cards by clicking on the deck.

If you have two cards that total 13 in value, drag one card to the other to remove them.

When all moves are made, deal another row of cards. Go through the entire deck until no more moves can be made.

Kings are 13 points and can be removed right away. Queens are worth 12 and jacks are worth 11. Other cards are worth their face value.

Only the top cards can be removed. For example; you can remove a jack and a 2 by dragging either card on top of the other if they both are on top of different piles.

Higher points are given for ending with less than 8 cards.

**Scoring**

**Table of Contents**

**SoLaTor Suite 1**

## Credits

First, I would like to thank my wife Mary for helping me put this program together and testing each game. Second, I would like to thank my wife again for putting up with all the time I spent in front of the computer writing and testing my code.

Next, I would like to thank Gerry Taylor for play testing SoLaTor Suite 1. A lot of enhancements would not have been included if it wasn't for him.

I would also like to thank Stephen Murphy for making a great card .dll file called QCARD. These games would not have looked so good if it wasn't for him and the people who helped him.

Lastly, and most importantly (save my wife), I would like to thank all of the individuals that sent me comments on previous versions.

### Table of Contents

## Scoring - Accordion

Scoring for Accordion is simple. For each card you move, you get 25 points.

When the total number of cards on the board and in the deck is less than 8, you get additional points. Below is a list of the additional points you will receive:

- 7 cards - an additional 10 points.
- 6 cards - an additional 25 points.
- 5 cards - an additional 50 points.
- 4 cards - an additional 75 points.
- 3 cards - an additional 125 points.
- 2 cards - an additional 175 points.
- 1 card - an additional 225 points.

You also lose 2 points for every 2 seconds of play.

**Accordion**  
**Table of Contents**

## Scoring - Aces Up

Scoring for Aces Up is simple. For each card you remove, you get 20 points.

When the total number of cards on the board and in the deck is less than 9, you get additional points. Below is a list of the additional points you will receive:

8 cards - an additional 10 points.

7 cards - an additional 20 points.

6 cards - an additional 30 points.

5 cards - an additional 70 points.

You also lose 4 points for every 2 seconds of play.

Hint - You can speed up the game by using the letter "D" on your keyboard instead of double-clicking the mouse.

**Aces Up**

**Table of Contents**

## Scoring - Matrimony

Scoring for Matrimony is a little bit tricky. For each pair you remove, you get 30 points.

When the total number of cards on the board and in the deck reaches 8, you get additional points. Below is a list of the additional points you will receive:

8 cards - an additional 20 points.  
6 cards - an additional 45 points.  
4 cards - an additional 70 points.  
2 cards - an additional 95 points.  
0 cards - an additional 120 points.

You also lose 2 points for every 2 seconds of play.

You also lose points when you click on the deck for the first time. The number of points you lose will be equal to the number of cards on the board.

Don't click on the deck until you have to.

You will also lose 75 points plus the number of cards on the board every other time you go through the deck. Only go through the deck once if possible.

**Matrimony**  
**Table of Contents**

## Scoring - Patience

Scoring for Patience is easy, but hard to keep track of. For each card put on the foundation, you get 4 times the value of the card in points. For example, 2 would be 8 points, 10 would be 40 points, king would be 52 points, etc...

You also lose 2 points for every 2 seconds of play.

You will also lose 125 points if you have to go through the deck twice.

**Patience**

**Table of Contents**

## Scoring - Thirteen

Scoring for Thirteen is a bit harder. For each pair or king you remove, you get 25 points.

When the total number of cards on the board and in the deck reaches 8, you get additional points. Below is a list of the additional points you will receive:

- 8 cards - an additional 5 points.
- 7 cards - an additional 15 points.
- 6 cards - an additional 25 points.
- 5 cards - an additional 35 points.
- 4 cards - an additional 50 points.
- 3 cards - an additional 65 points.
- 2 cards - an additional 85 points.
- 1 card - an additional 110 points.

The reason I say it is hard is because you are removing pair that add up to 13 or a single king by itself. Therefore it is better not to remove the kings until the end if possible

You also lose 2 points for every 2 seconds of play.

You also lose points when you click on the deck for the first time. The number of points you lose will be equal to the number of cards on the board.

Don't click on the deck until you have to.

You will also lose 75 points plus the number of cards on the board every other time that go through the deck. Only go through the deck once if possible.

**Thirteen**  
**Table of Contents**

# Toolbar



## Sounds On/Off

Clicking this button will turn all sounds "on" or "off"



## Change Background Color

Click this button if you want to change the Background Color for all these games.

This program will remember the color you chose the next time you play.



## Change Card Backs

Click this button if you want to change the Card Backs for these games.

This program will remember the backs you chose the next time you play.



## High Scores

Clicking this button shows you the current High Scores for that game.



## Clear High Scores

Clicking this button will prompt you if you want to erase the current High Scores for that game.



## New Deal

Click this button if you want to abort the current hand and start a new one.



## Change Game

Click this button if you want to abort the current hand and start a different game.

This is the only way you can change the playing style for Accordion.



## HELP

Clicking this button calls up the help file Table of Contents.



## Exit

Click this button if you want to quickly exit (without any warning) from SoLaTor Suite 1.

## Table of Contents



# Menu Items

## File

### New Game

The same as the New Deal button on the Toolbar. It's to abort the current hand and start a new one.

### Exit

If you want to exit (without any warning) from SoLaTor Suite 1.

## Game Options

### Sounds

This will turn all sounds "on" or "off". A check mark will be at the left if the sounds are on.

### High Scores

This shows you the current High Scores for that game.

### High Scores List

This will turn "on" or "off" the High Score List at the end of each hand. A check mark will be at the left if the list is on.

### Clear High Scores

This will erase the current High Scores for that game (without any warning)

### Card Backs

This item allows you change the Card Backs for these games.

This program will remember the backs you chose the next time you play.

### Background Color

This item allows you change the Background Color for these games.

This program will remember the color you have chosen the next time you play.

## Card Backs

This item allows you change the Card Backs without opening the Card Back window. A check mark will be next to the current back chosen.

This program will remember the backs you chose the next time you play.

## Change Game

This item allows you to abort the current hand and start a different game without opening the New Game window. A check mark will be next to the current game chosen.

This program will remember the backs you chose the next time you play.

Help

How To Play

Opens up the help file Table of Contents.

About

Opens up the About window with some information on SoLaTor Suite 1.

**Table of Contents**

## Customizing Sounds

It is easy to change the sounds of this game and the other SoLaTor games. All you need to do is find your favorite WAV sounds and rename them.

Before you rename the WAV files, it would be best to first rename the original sound files that are install with SoLaTor Suite 1. Below is a list of those files:

DEAL.WAV	- Deal card
DRAG.WAV	- Start dragging card
DROP.WAV	- Drop card
HISOL.WAV	- Made the high score list
LOWSOL.WAV	- Didn't make the high score list
NODROP.WAV	- Sending the card back
REMCARD.WAV	- Remove card
SHUFFLE.WAV	- Shuffle card
WELCOME.WAV	- Welcome

For example, if you want a clapping hands sound that you wanted to use for making the Top Ten list called APPLAUSE.WAV, this is what you could do.

Make a copy of APPLAUSE.WAV and place it in the SoLaTor directory. Rename the HISOL.WAV file to HISOL.ORG. Then rename APPLAUSE.WAV to HISOL.WAV. That's it.

If there are some sounds you don't want to hear at all, like the shuffling of the card, you can just rename SHUFFLE.WAV to something like SHUFFLE.ORG and not replace it. You will now hear all sounds but the card shuffling sound.

### Table of Contents

# Scoring

Scoring:

Accordion  
Aces Up  
Matrimony  
Patience  
Thirteen

Table of Contents

# Order Form

Howard Patch  
1710 Cherrywood Ln.  
Lindenhurst, IL 60046  
USA  
E-Mail: LaTorSoft@AOL.com

Name: \_\_\_\_\_

Address: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

E-Mail: \_\_\_\_\_

Where did you get the program?:

\_\_\_\_\_

<b>Qty</b>	<b>Product</b>	<b>Each</b>	<b>Amount</b>
_____	SoLaTor Suite 1 (v2.0a)	\$5.00	_____
_____	SoLaTor Suite 2 (v2.0a)	\$5.00	_____
_____	SoLaTor Casino (v1.0b)	\$5.00	_____
_____	_____	_____	_____
		Sub Total	_____
	(If you want a disk mailed)	s&h*	_____
		Total	_____

\*s&h is a flat \$5.00 charge no matter how many products you order, or where it is being shipped.

**Registration**  
**Table of Contents**

