

Help for SoLaTor

CasinoSOLATORCTRUEyesyesyesyesyes20/06/96

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SoLaTor Casino



Welcome to SoLaTor Casino, Version 1.0b.
Written by Howard Patch.

This is version 1.0b 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

If you don't hear sounds,

- 1) Make sure that the .wav files are in the same directory as solatorc.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 \$soltv1b.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

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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 1.0b. 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 Casino.

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 (\$soltv1b.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: #14702, Product Name: SoLaTor Casino

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.

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Joker's Wild Poker



Joker's Wild Poker is a version of Video Poker. It uses a regular deck of 52 cards and 2 jokers. The deck is reshuffled after every hand.

Just as other video poker games, you first place your bet. Your bet is subtracted from your cash on hand. If your hand is high enough after you draw, you win the amount according to the payout chart.

You first place a bet. You can bet from \$1 to the amount of money you have on hand (there is no borrowing) or \$50,000, whichever is less.

You then deal the five cards.

Click on the card or the button below the card to decide which cards to hold and which cards to discard. You can hold or discard every card. Try for the highest hand possible for the best payout.

Below is a list of winning hands. Jokers are used as wild cards. A payout of 1 to 1 is just getting back the amount you originally bet.

Pair of Jacks or Better - This hand pays back only the amount of your bet. If you have two jacks, two queens, two kings or two aces, you have jacks or better. Jacks or better always only pays back the amount you bet whether you use jokers or not.

Two Pair - This hand pays back twice your bet. If you have any two pairs of any cards, you have two pair. The value of the pairs does not change the payout amount.

Three of a Kind - This hand is three of any card value. It pays back four times your bet if done without a joker, and three times your bet if jokers are used.

Straight - This hand is where you have five cards in consecutive series like Ace, 2, 3, 4, 5 or 10, Jack, Queen, King, Ace. It pays back five times your bet if done without a joker, and four times your bet if jokers are used.

Flush - This is five cards of any value that are of the same suit (hearts, clubs, diamonds or spades). It pays back six times your bet if done without a joker, and five times your bet if jokers are used.

Full House - A full house is three of a kind and a pair. If you had three kings and two aces, you would have a full house. It pays back nine times your bet if done without a joker, and seven times your bet if jokers are used.

Four of a Kind - This hand is four of any card value. It pays back 30 times your bet if done without a joker, and 20 times your bet if jokers are used.

Straight Flush - This hand is a straight where all cards are also of the same suit. This is a very tough hand to get even with jokers. It pays back 75 times your bet if done without a joker, and

50 times your bet if jokers are used.

Royal Flush - Is the highest hand you can get without jokers. A royal flush is a hand consisting of a ten, jack, queen, king, and ace all of the same suit. It pays back 300 times your bet if done without a joker, and 200 times your bet if jokers are used.

Five of a Kind - This hand can only be done with jokers. It is either four of any card value and one joker or three of any one card value and two jokers. It pays back 250 times your bet.

To really win big at this game, you have to go for the hands that pay out big. This may mean that you have to break up an already winning hand.

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Even Money Black Jack



Even Money Black Jack is similar to Casino Black Jack. It uses a regular deck of 52 cards. The deck is reshuffled after three aces have been shown, or when the deck is three fourth gone.

In this version of Black Jack, you either win or you lose. There are no ties. A tie goes to the dealer and you lose.

The objective is to get a higher hand than the dealer without going over 21. Aces can be used as either one or eleven.

You first place a bet. You can bet from \$1 to the amount of money you have on hand (there is no borrowing) or \$50,000, which ever is less.

You then deal the cards with the dealer's last card dealt face up.

Depending on what your hand is, you can either "Hit", "Stand", or "Double-Down". Before you continue, you need to know the value of your hand.

Each card numbering 2 through 10 is assigned its numerical value. A three is 3, a four is 4 and so on. All face cards (jack, queens and kings) have a value of 10. Again the ace can be counted as 1 or 11.

The value of your hand is the total of those cards. If your hand totals 10 or 11 when dealt, a button labeled "Double" will appear. If you want to double-down, your bet is doubled, and you are dealt only one more card.

If you take a Hit (click the "Hit" button), another card is dealt to your hand. The value of your hand is now increased by the value of that card.

You can take as many hits as you want before reaching 21. If you take three hits, and your hand total is less than 21, you automatically win. This is a variation known as "Five Card Charlie". If the your hand is greater than 21, you lose.

If you choose Stand (click the "Stand" button), you keep your hand where it is at, and it's the dealer's turn.

There is no "Splitting" in this version (where the player is dealt two cards of the same value and the player splits them as two separate hands).

The dealer must continue to draw cards until his hand reaches 17 or more. He must then stop. If the dealer's hand is greater than 21, you win.

If the your hand is greater than the dealer's hand and does not exceed 21, you win. If not, you lose.

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Pai Gow Poker



Pai Gow, I am told, is an ancient Chinese game played with dominoes. Pai Gow Poker is played with a regular deck of 52 cards and one joker. The deck is reshuffled after each round.

This computer version is a match between you and the dealer. You can either win, lose or push (tie) each round. This is an easy game to tie, but not always so easy to win.

You first place a bet. You can bet from \$1 to the amount of money you have on hand (there is no borrowing) or \$50,000, which ever is less.

Then seven cards are dealt to you and the dealer. From the seven cards, you choose a high poker hand (total of five cards) and a low poker hand (the 2 other cards). Your high hand must be greater than your low hand. If not, you automatically lose.

The object of this game is to have your high hand greater than the dealer's high hand **and** your low hand greater than the dealer's low hand. You must win both the high and low hands to win the round.

Below are the different scenarios that could occur:

Player wins high hand, and wins low hand.- "Win"

Player wins high hand, but loses or ties low hand.- "Push"

Player loses or ties high hand, but wins low hand.- "Push"

Player loses or ties high hand, and loses or ties low hand.- "Lose"

Each hand is valued as in any other poker hand. BEWARE. The joker can only be used as an ace or as a card to fill a straight or flush. The joker is not wild as in joker's wild poker.

Below is the type on poker hands you could have from lowest to highest:

Nothing - No pairs or runs and no flush. This is common in the low hand.

Pair - This hand is two of any card value. This is the highest hand possible in the low hand.

Two Pair - If you have any two pairs of any cards, you have two pair.

Three of a Kind - This hand is three of any card value.

Straight - This hand is where you have five cards in consecutive series like Ace, 2, 3, 4, 5 or 10, Jack, Queen, King, Ace.

Flush - This is five cards of any value that are of the same suit (hearts, clubs, diamonds or spades).

Full House - A full house is three of a kind and a pair. If you had three kings and two aces, you would have a full house.

Four of a Kind - This hand is four of any card value.

Straight Flush - This hand is a straight where all cards are also of the same suit.

Royal Flush - Is the highest hand you can get without a joker. A royal flush is a hand consisting of a ten, jack, queen, king, and ace all of the same suit.

Five of a Kind - This hand can only be done with a joker, and four aces. I don't think you will ever see this hand.

If you and the dealer have the same type of poker hand (like three of a kind), the one that is of higher value wins. For example, three kings beats three jacks.

The value of the cards, from highest to lowest are; Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, 2.

I added another feature which allows you to double your bet (if you have enough money) after the cards are dealt. So if you think you have a great hand, double your bet.

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Cribbage Solitaire



Cribbage is an old English card game played by two people on a cribbage peg board. Cribbage Solitaire is a solitaire version that you play for points. It uses a regular deck of 52 cards. The deck is reshuffled after every hand.

This computer version is based on a total of 17 hands, four rows by four columns and a crib hand. The crib hand contains two unknown cards and two cards placed by you.

The objective is to get as high of a score as possible. To win, you must have a hand of 60 points or greater.

You first place a bet. You can bet from \$1 to the amount of money you have on hand (there is no borrowing) or \$50,000, which ever is less.

You then flip over a card by clicking on the deck. Place it anywhere in the first row of cards or place it in the crib hand. You cannot place any cards in the second row until the first row is filled.

Having once placed the card, you may not later change its location. Click on the deck again for the next card. Do so until all rows and the crib are filled.

The next card is then flipped over as the fifth card for each hand. Each row and each column, as well as the crib hand are now valued in the same fashion as five card cribbage hands.

Click on the "Crib" button to reveal the hidden cards in the crib and the total points of all your hands.

Below is a list of how the hands are scored;

Fifteens - You get 2 points for each combination of cards that add up to fifteen. Aces count a 1 and face cards (Jacks, Queens or Kings) count as 10. Therefore, if one of your hands is a 1, 4, 5, 9, and 10, you would have 3 possible fifteens. 1,4 and 10 make fifteen. 5 and 10 make fifteen. 1, 5 and 9 make the third fifteen.

Pairs - You get 2 points for each pair of the same rank. If you have three of a kind, you really can make 3 separate pairs for a total of 6 points. Four of a kind would yield a total of 12 points.

Runs - You get 1 point for each card. This is a hand where you have three cards in consecutive series like Ace, 2, 3 or Jack, Queen, King. Aces count only as a one. If you had two Jacks, a Queen and a King, you would have a double run. You get 3 points for the first Jack, Queen and King, 3 points for the second Jack, Queen and King, and 2 points for the pair of Jacks. Therefore, a double run (not including any fifteens) would total 8 points.

Flush - You get 4 points if the four cards in your hand are of the same suit (hearts, clubs, diamonds or spades). You get an additional 1 point if the fifth card is also of the same suit.

You also get an additional point if you have the right Jack. The right Jack is a Jack of the same

suit as the fifth card that is used in all hands.

If you Score 60 - 64 points, you win the amount you bet.

If you Score 65 - 69 points, you win twice the amount you bet.

If you Score 70 - 74 points, you win three times the amount you bet.

If you Score 75 - 79 points, you win four times the amount you bet.

If you Score more than 79 points, you win five times the amount you bet.

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Acey Ducey



Acey Ducey is actually a party game, where you bet that one card is valued between two other cards. It uses a regular deck of 52 cards. The deck is reshuffled after 45 cards have been dealt.

This computer version is a solitaire version. You can either win, lose or push (tie) each hand. A push will only occur if the two cards you are trying to get between are of the same or consecutive rank. If you have to try to get between two 10s or a 9 and a 10, the hand will end in a tie.

You first place a bet. You can bet from \$1 to the amount of money you have on hand (there is no borrowing) or \$50,000, which ever is less.

Then you deal the three cards face down. You then click the "Flip" button to turn over the two end cards.

You may then chose to double your bet or not. Then click the "Draw" button to see if you win.

If the spread between the cards is only one card, you win five times the amount you bet if your card is between them.

If the spread between the cards is two cards, you win four times the amount you bet if your card is between them.

If the spread between the cards is three cards, you win three times the amount you bet if your card is between them.

If the spread between the cards is four cards, you win two times the amount you bet if your card is between them.

If the spread between the cards is greater than four cards, you win the amount you bet if your card is between them.

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SoLaTor Casino

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.

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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.



Change Game

Click this button if you want start a different game. This button is disabled if you are in the middle of a hand.



HELP

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



Exit

Click this button if you want to exit from SoLaTor Casino. This button is disabled if you are in the middle of a hand. Use this button if you are happy with your score and want to add your name to the high score list.

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Menu Items

File

New Player

This is the same as aborting one players status and starting a new round of games resetting the game status.

Exit

If you want to exit from SoLaTor Casino. This item is disabled if you are in the middle of a hand. Use this menu item if you are happy with your score and want to add your name to the high score list.

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 SoLaTor Casino.

Clear High Scores

This will erase the current High Scores (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 start a different game without opening the New Game window. This item is disabled if you are in the middle of a hand. 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 Casino.

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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 Casino. Below is a list of those files:

COIN.WAV	- Placing bet
DEAL.WAV	- Deal card
DRAG.WAV	- Start dragging card
DROP.WAV	- Drop card
HISOL.WAV	- Made the high score list
LOSE.WAV	- Losing the hand
LOWSOL.WAV	- Didn't make the high score list
NODROP.WAV	- Sending the card back
PUSH.WAV	- A tied hand
REMCARD.WAV	- Remove card
SHUFFLE.WAV	- Shuffle card
WELCOME.WAV	- Welcome
WIN.WAV	- Winning the hand

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.

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Scoring

Scoring is pretty simple. You start off with \$500. Your winnings above that \$500 is your score. To prevent cheating, you cannot leave the game when you are in the middle of a hand.

The only way to exit in the middle of a hand is to close down the entire game. This can be done by typing Alt-F4 or closing the game window.

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Order Form

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Lindenhurst, IL 60046
USA
E-Mail: LaTorSoft@AOL.com

Name: _____

Address: _____

E-Mail: _____

Where did you get the program?:

Qty	Product	Each	Amount
_____	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
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