

# Solitaire for Windows Help Index

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## Registering for Solitaire for Windows

If you register for *Solitaire for Windows*' you will receive:

- 1) Up-to-date information on the availability of *Solitaire for Windows*.
- 2) Discount coupons offering significant savings on your purchase of *Solitaire for Windows*.
- 3) Information of other outstanding Interplay Production programs like:
  - *Battle Chess*
  - *Omar Sharif on Bridge*

To register for *Solitaire for Windows*', open the Windows **Notepad** accessory in the Program Manager, open the file **SOLREG.TXT**, fill out the Registration Form, and mail it to:

Interplay Productions  
3710 South Susan #100  
Santa Ana, CA 92704

or call: 800/969-GAME

## Sharing Solitaire for Windows' Demo

The *Solitaire for Windows' Demo* was designed for two purposes:

- 1) As a gift to all those millions of people who enjoy playing solitaire on the computer.
- 2) As a demonstration of the complete *Solitaire for Windows* program.

Please feel free to share this demo program with all of your friends, relatives, and associates. We believe everyone you know who enjoys playing solitaire, will love playing this *Solitaire for Windows* demo.

To give the *Solitaire for Windows' Demo* to others, copy two files, **SOLWIN.EXE** and **SOLWIN.HLP** to a high density floppy disk. Instruct the user to copy these two files into the **/WINDOWS** directory on the hard drive of their computer (see, Installing and Running the Demo).

*Solitaire for Windows* will be available in software retail outlets Fall 1992 (Oct./Nov.). Watch for it! See, Purchasing Solitaire for Windows.

## Description of the Demo

The *Solitaire for Windows' Demo* contains many of the features found in the complete *Solitaire for Windows* program. For your enjoyment, the following is included:

- 1) Three fully functional solitaire cardgames,

**Klondike**

**Golf**

**Scorpion**

- 2) A sample tour, **3 Game Tour**

- 3) Two complete card decks

**Traditional**

**Maya**

- 4) Three playing boards

- 5) Two game (scoring) modes

**Traditional**

**Challenge**

Plus,

- 6) Keyboard **Hot Keys** for easier access to often used features.

- 7) An **Auto-Finish** mode for a rapid game finish when the cards are set-up and ready to be moved to the **Foundation** to complete the game.

- 8) The ability to choose between using **Card Drag** or moving the cards instantly to the desired location on the board.

- 9) **Help** files providing the rules of the game(s).

If you think this is great wait till you see the complete, fully featured version of *Solitaire for Windows* (see [Description of Solitaire for Windows](#)).

## Purchasing Solitaire for Windows

Information on purchasing the complete *Solitaire for Windows* computer entertainment program can be obtained directly from the publisher:

Interplay Productions  
3710 South Susan #100  
Santa Ana, CA 92704

or call: 800/969-GAME

Discount coupons are available offering significant savings on your purchase of *Solitaire for Windows* (see [Registering for Solitaire for Windows](#)).

## Description of Solitaire for Windows

The complete *Solitaire for Windows* computer entertainment program is like no other. It's ideal for the solitaire enthusiast being both fun and addictive. It contains the following features:

- 1) Twelve solitaire cardgames,

<b>Klondike</b>	<b>Forty Thieves</b>	<b>The Castle</b>
<b>Golf</b>	<b>Spider</b>	<b>Calculation</b>
<b>Scorpion</b>	<b>Pyramid</b>	<b>Three Shuffles</b>
<b>Poker</b>	<b>La Nivernaise</b>	<b>Corners</b>

- 2) Four solitaire tours,

<b>Grand Tour</b>	<b>Golf Tour</b>	<b>Quick Tour</b>
<b>Championship Game</b>		

- 3) **Design** your own **solitaire tours** and share them with friends.

- 4) Twelve complete card decks

**Traditional (6 varieties)**  
**Maya (3 varieties)**  
**Contemporary (3 varieties)**

- 5) Six different **playing boards**

- 6) Two game (scoring) modes, each with or without **Timed** play.

**Traditional**      **Challenge**

- 7) **Tournament** play for challenging friends and party fun.

Plus,

- 8) Beautiful and elegant card deck and board graphics.

- 9) An **Undo** feature for replaying the last move.

- 10) **Help** files providing both the rules of the game(s) and hints for play.

- 11) Keyboard **Hot Keys** for faster play.

- 12) An **Auto-Finish** mode.

- 13) The ability to choose between using **Card Drag** or moving the cards instantly to the desired location on the board.

And more! We promise some exciting surprises.

For information on purchasing your copy of *Solitaire for Windows*, see [Purchasing Solitaire for Windows](#).

A discount coupon offering significant savings on the purchase of *Solitaire for Windows* is available, see [Registering the Solitaire for Windows' Demo](#).

## Installing and Running the Demo

The *Solitaire for Windows' Demo* is easy to **Install** on your hard disk, just copy the **SOLWIN.EXE** and **SOLWIN.HLP** files into your **\WINDOWS** directory.

To **Run** the *Solitaire for Windows' Demo*:

- 1) From the Program Manager, **File** Menu, choose **Run...**
- 2) Type **SOLWIN** into the space provided.
- 3) Press the **OK** button.

That's all there is to it! But, it might be more convenient if the *Solitaire for Windows' Demo* Icon was displayed in the Windows Program Manager screen, see, [Displaying the Demo Icon](#).

## Displaying the Demo Icon

To display the *Solitaire for Windows' Demo* Icon on the Windows Program Manager screen:

- 1) In the Program Manager screen, first select the area (i.e. **Games**) where you would like the icon to be placed.
- 2) Select the **File** menu and then open the **New** option.
- 3) Select **Program Item** and then press the **OK** button.
- 4) Type: Solitaire for Windows in the **Description** box and SOLWIN in the **Command Line** box, then press the **OK** Button.

That's all there is to it. To run the *Solitaire for Windows' Demo* just double-click on the Demo icon--as you would to run any other application.



## Rules for Klondike

This game, in all of its derivations (e.g. *Canfield*), is probably the most played solitaire card game in the world. This particular version first originated in Alaska during the Alaskan gold rush, hence the name *Klondike*.

**Goal:** To move all of the cards to the **Foundation** in suit and sequence from Ace to King.

**Play:** Turn cards up from the **Stock** 3 at a time and, if possible, play them to the **Columns** of the **Tableau** or **Foundation**. Exposed cards on the **Columns** are displayed in descending sequence and alternating color. Cards may be moved to the **Foundation** at any time as long as they are placed there in the proper order. Additionally, a card in a column (and all those below it) may be moved to another column, as long as the rule of descending sequence and alternating color is not broken.

Whenever all of the cards are cleared out of a **Column**, the empty space may be filled with a King.

Unplayed cards are added automatically to the **Waste Pile**. When all of the unplayed cards are in the **Waste Pile**, clicking on the empty **Stock** moves them back to the **Stock** where they are dealt, 3 at a time, once again.

**Scoring:** In **Traditional** scoring, you receive one point for each card moved to the foundation, with a score of 52 being the highest possible.

In **Challenge** scoring, you receive points based on the number of consecutive cards you move to the **Foundation**. 5 points for the first, 10 for the second, 15 for the third, etc. You also receive bonus points with 10, 20, etc. consecutive cards. The scoring begins over again at 5 points whenever a card is moved from the **Stock** or **Waste Pile** to the **Tableau**, or when a card is moved from one **Column** to another.

## Rules for Golf

This game is named after the method of traditional scoring, where the score received was equal to the number of cards left in the **Tableau** at the finish, this means that the lower the score the better the game (just like in golf). Some people carry the analogy further and imagine that the cards are "putted" into the **Waste Pile** (hole) one by one.

**Goal:** To clear all of the cards from the **Tableau** into the **Waste Pile**.

**Play:** Cards are played from the **Stock** and the **Tableau** to the **Waste Pile** one by one. They are moved to the **Waste Pile** face up and can only be played from the **Tableau** in numerical sequence, ascending or descending. Since cards go automatically from the **Stock** to the **Waste Pile**, when the **Tableau** is empty, the game is effectively won.

The exception to the descending rule is, that no card may be played on a King. This means, that after a King has been played on a Queen, the next card must come from the **Stock**. It also means that cards should not be played from the **Stock** until there are no further plays available from the **Tableau**.

**Scoring:** In **Traditional** scoring, one point is received for every card moved to the **Waste Pile**. This means that the score starts out at 1, since the first card is automatically dealt from the **Stock** to the **Waste Pile**. The highest possible score is 52 points.

In **Challenge** scoring, you receive points based on the number of consecutive cards you move to the **Waste Pile** from the **Tableau**. 5 points for the first, 10 for the second, 15 for the third, etc. You also receive bonus points with 10, 20, etc. consecutive cards. The scoring begins over again at 5 points whenever a card is moved from the **Stock** to the **Waste Pile**.

## Rules for Scorpion

This game is a variation of the popular solitaire game *Spider*. The name comes from the fact that in this version there are 3 cards dealt face down (the scorpion's stinger), which can be played at anytime.

**Goal:** To build, in the Tableau, four 13-card suites in descending order (from King to Ace).

**Play:** **Exposed** cards in the **Tableau** may be built on in descending sequence by suite. Any card that is showing may be used, bringing all cards below it along, and **Exposing** the card above it.

Any **Face Down** card that becomes exposed is turned face up, and any empty spaces can only be filled by Kings.

When there are no other plays possible, the 3 extra cards are dealt to the bottom of the first 3 **Columns** to the left--providing a second opportunity for a win.

**Scoring:** In **Traditional** scoring, one point is received for every card placed in sequence. The highest possible score is 52 points.

In **Challenge** scoring, you receive points based on the number of put in sequence consecutively. 5 points for the first, 10 for the second, 15 for the third, etc. You also receive bonus points with 10, 20, etc. consecutive cards (this will rarely happen in this game). The scoring begins over again at 5 points whenever a card is built on a exposed card out of sequence.

## Glossary of Solitaire Terms

**3 GAME TOUR**

**CHALLENGE SCORING**

**COLUMN(S)**

**EXPOSED (CARDS)**

**FACE DOWN (CARDS)**

**FACE UP (CARDS)**

**FOUNDATION**

**STOCK**

**TABLEAU**

**TRADITIONAL SCORING**

**WASTE PILE**

### **3 GAME TOUR**

A type of solitaire game play where the 3 available games are played consecutively, with the player's goal being to score the highest combined score.

## **CHALLENGE SCORING**

Copyrighted method of scoring solitaire games designed to increase the strategy needed to score high. Points are awarded in relation to consecutive cards played (see also, [Traditional Scoring](#)).

**COLUMN(S)**

A line of cards extending towards you. They are spread out so all of the Face Up cards are visible, but only the closest ones are Exposed.

## **EXPOSED (CARDS)**

A card that is not covered or overlapped by another card. In all of the games included in the *Solitaire for Windows' Demo*, **Exposed** cards are all available to be played, or played on.



**FACE DOWN (CARDS)**

A card that is turned over so its value may not be seen.

## **FACE UP (CARDS)**

A card that is turned up so that its value may be seen. **Face Up** cards cannot be played on unless they are also Exposed, however, they may be able to be played (see Klondike and Scorpion)

## **FOUNDATION**

That area of the playing board (screen) where cards are placed in their final configuration. In *Klondike* the **Foundation** is the 4 card area at the top of the screen. Neither *Golf* or *Scorpion* have a **Foundation** area.

## **STOCK**

The remainder of the deck after cards are dealt to the Tableau. Cards are turned (Exposed) from the **Stock** either 1 or 3 at a time (3 at a time in Klondike and 1 at a time in Golf. Scorpion does not have a **Stock**).

## **TABLEAU**

The arrangement of cards on the playing board. Each game has its own **Tableau**, or distinctive look.

## **TRADITIONAL SCORING**

The method of scoring where one point is awarded for each card played to the Foundation, or other end pile (see also, Challenge Scoring).

## **WASTE PILE**

Where cards are placed after they have been turned from the Stock, but can't be played on the Tableau or Foundation. The effect of placing cards in the **Waste Pile** can be different, depending on the specific solitaire game:

- In Klondike cards in the **Waste Pile** can be reused.
- In Golf it is the goal to move the cards to the **Waste Pile**.
- In Scorpion there is no **Waste Pile**.

And, with some games, cards ending up in the **Waste Pile** are no longer available for play.

