

Canfield version 1.01

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Introduction

Canfield version 1.01 is a full-featured shareware Windows program that includes card dragging, top scores (records), difficulty levels, hints, and even the ability to cheat! Much effort was spent to make playing it intuitive, challenging, and fun.

Requirements

Microsoft Windows 3.0 or higher, in Standard or Enhanced mode.

Hercules, EGA, VGA, or higher (VGA or higher recommended but not required)

Mouse

How to Play

Overview

Canfield is one of the all-time favorite Solitaire card games. In its traditional form, it is difficult to win - but always fun! It is similar in its game play to the solitaire card game that comes standard with Windows, but with some truly different twists.

This version of Canfield has 5 different difficulty levels, plus a "Custom" level that lets you define your own difficulty level. Some of the difficulty levels allow cheating. Let's face it, what's a game of solitaire without cheating?! In the "Real Easy" level, you will always win because it allows unlimited cheating. The best level to start with is the "Easy" level, and this is the default.

NOTE: If you are ever confused by these instructions, play the game with "Hints" activated (which is the default setting). Each possible move will be "hinted" to you by flashing the cards involved. Once you play through a few games, you'll be a wiz! Then come back and look at this again.

Topics

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Layout



(You will be able to refer back to this diagram when you are viewing other help screens.)

The term "Standard Solitaire" refers to the solitaire game that comes with Windows.

"Foundations" are the 4 piles at the top of the layout. Cards must be played in suit, counting upwards. If necessary, the count "wraps around" (i.e. an Ace of Clubs goes on a King of Clubs).

The "Deck" is the pile of cards that is turned face-down.

The "Waste" pile is the place right above the Deck. This is where the cards are placed when they are dealt 3 at a time off of the Deck.

The "Stock" is the pile of cards, which generally numbers from 13 to 15, that is to the left of the Foundation and Tableau piles. Cards can be played one at a time from the Stock onto the Foundation and Tableau piles.

The "Tableau" piles are the 4 piles of cards right in the middle of the layout, just below the Foundations. You play cards onto these piles in alternating colors, counting down. If necessary, the count "wraps around" (i.e. a Black King could be played on a Red Ace).

If you know Windows Solitaire

These instructions assume you are familiar with the Solitaire game that comes standard with Windows. If you aren't familiar with it, left-click [here](#).

Layout To review the picture of the layout, point at this word with the mouse and hold down the left mouse button. It may help if you reference this occasionally when reading the following text.

Similarities:

The goal is to get all cards onto the four Foundations, built up in sequence by suit.

You turn over cards three at a time, by left-clicking on the deck.

If you can't play the top card onto a Foundation, you may be able to play it on one of the Tableau piles. These piles count down in sequence, and alternate in color.

You win if you get all the cards onto the proper Foundations.

Differences:

There are only 4 Tableau piles instead of 7.

Each Tableau pile starts with one card.

The Foundations don't always start with an Ace. They start with whatever card is first dealt there. This means that the piles can "wrap around" - an Ace would be played on a King.

Also, since the Foundations "wrap around", so do the Tableau piles. A King would be played on an Ace.

There is another pile of cards, called the "Stock". This pile has from 13-15 cards in it, depending on difficulty level. Its cards are face-up, although you can only see the top card.

At any time, the top card of the Stock pile may be played onto any of the Tableau or Foundation piles. If a Tableau pile becomes empty, the top card from the Stock will automatically be moved to the open space.

Depending on difficulty level, you have unlimited undo, you can cheat, you can get hints, and cards can "move themselves".

If you understood these explanations, then left-click [here](#) to bypass the instructions for those who don't know Windows Solitaire. We will explain the features just mentioned (like "cheating").

Purpose and Goal

Layout To review the picture of the layout, point at this word with the mouse and hold down the left mouse button. It may help if you reference this occasionally when reading the following text.

The goal of this game is to move all cards onto the four Foundations. Each Foundation is devoted to one suit, and the cards must count upwards. In other words, a 7 of Diamonds goes on an 8 of Diamonds, etc. It is possible for the pile to "wrap around" - an Ace of Diamonds would go on a King of Diamonds.

You turn over 3 cards at a time from the deck. You are allowed to play the top card onto any of the 4 Tableau piles, provided that you count downwards and alternate colors. In other words, a Black 2 can be played onto a Red 3. It is possible for the pile to "wrap around" - a Black King would go on a Red Ace.

Also, the cards may be played on the Foundations (see above).

There is a pile of cards, called the Stock pile. This pile has 13 cards in it (more or less, depending on Difficulty Level), and sits face-up. If possible, you can play the top card of this pile onto the Tableau and/or Foundation piles. It MUST be played onto any empty Tableau pile (and it will be moved there automatically).

Left-click on the "Browse >>" button at the top of this window, for more information.

Play

Layout To review the picture of the layout, point at this word with the mouse and hold down the left mouse button. It may help if you reference this occasionally when reading the following text.

Left-click on the Deck, and 3 cards will turn over. The top card may be played onto one of the Foundations, or one of the Tableau piles, if possible. If it can't be played, click on the Deck and turn over 3 more cards. If you *do* play a card, the card you uncover may also be played, if possible.

When you reach the end of the deck, you will see a "button" where the deck was. Left-click on this button, and the deck will be turned over so that you may continue.

NOTE: If the color of the picture on the button is green, it means that you have played a card from the deck. If it is red, you have not played a card from the deck and have *probably* lost.

Don't forget to play cards from the Tableau piles onto the Foundations when possible. Also, play the top card from the Stock pile when possible. Use Hints when you're not sure.

To win the game, play all the cards onto the Foundations, in the proper order.

Mechanics

Layout To review the picture of the layout, point at this word with the mouse and hold down the left mouse button. It may help if you reference this occasionally when reading the following text.

To turn over a card from the Deck, left-click once on the deck with the left mouse button.

There are 2 ways to select a card for movement, depending on what Option is selected.

If "Drag Cards" is checked on the Options menu, you move a card by "dragging" it. This means that you point at the card, and hold down the left mouse button. The cursor will change into a "hand" (if the "Hand Cursor" option is selected). When you move the mouse, you will drag the card. Release the card (by letting go of the left mouse button) when at least half of the card covers the desired new location. If it is an invalid location for the card, the card will drag itself back to its original location.

If "Drag Cards" is not checked, then you move cards by first selecting the card, then selecting the new location. To select a card, left-click once on the card. It will then be highlighted. Then left-click on the new location. (To un-select a card, click on it again.)

Refer to the next section Special Features for additional features.

You may also right-click on a card, and it will be automatically moved to the first legal spot (see Auto-Move). Additionally, you can left-click on the Auto-Play button, and any cards that can be moved to the Foundations will automatically move there. These features may not be available in all difficulty levels.

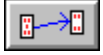
Special Features



Undo



Hints



Auto-Play



Cheating



Auto-Move



Turn Over Deck Button

Undo



You can undo any move by selecting Undo from the Edit menu, or by left-clicking on the Undo button. You can continue to undo moves all the way to the beginning of the game (although some people would call this cheating!)

In some difficulty levels, Undo is not allowed.



If you see diagonal lines across the Undo button, or the Undo option on the Edit menu is "grayed", then Undo is not available. This is always true at the start of a game, until a move has been made.

Hints



Canfield can give you hints, or suggestions. A "hint" is shown like this: if a card can be played somewhere, then the card and the location to which it may be moved will be briefly "highlighted". You may move the card to the suggested location, or ignore the hint - it is up to you.

You can get a hint in several ways:

Set Auto-Hints (on the Options menu) to Active. Every time you deal cards from the deck or move a card, you will receive a hint (if there is a valid move).

NOTE: Hints do not show when you can "split" a pile. You have to figure this out by yourself.

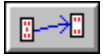
You can left-click on the Hint button, and you will receive a hint (if there is a valid move). Using this instead of the Auto-Hints makes you do a little more thinking.

Sometimes towards the end of a game, you may decide not to move a card to an empty Tableau pile. But when you get a hint, it will tell you that you can move a card to the empty Tableau pile, and this can be tiresome. In this case, un-check "Include Empty Tableau Piles" (Options/Auto Hints...).



In some Difficulty levels, Hints are not allowed. In this case the Hints button will have diagonal lines through it, and the option on the Options Menu will be grayed.

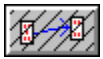
Auto-Play



Picture this scene: You know you've won - all that's left is to move the cards from the Tableau piles to the Foundations. But before the stupid game will tell you that you've won (and record it in the Records), you have to move each card onto the Foundation. What a drag (pun intended).

What's the solution? If you left-click on the Auto-Play button (or select the corresponding option on the Options menu), the cards will *drag themselves* onto the Foundations!

Actually, you don't have to wait for the end of the game to use this feature - any time a card can be moved onto a Foundation, you can select this option.



NOTE: In some difficulty levels, Auto-Play is not allowed. In this case, the Auto-Play button will have diagonal lines through it, and the Auto-Play option on the Options menu will be "grayed".

Cheating



What's a game of Solitaire without cheating? But for those of you that cry "but you're only cheating yourself!" I say "so what?" If you've already lost, you can either start another game or cheat - what's the difference??

Here's how cheating works: There are 2 Cheat buttons on the screen. One for the Deck, and one for the Stock. Depending on the difficulty level, you have a limited number of times that you can use each button, and that number is shown next to the button. Left-click on a Cheat button, and the top card on the pile will be moved to the bottom of the pile.



If the Cheat buttons have diagonal lines through them, it means that either cheating is not allowed in this difficulty level, you have used up all the cheats, or there are no cards left to cheat with.

Deck Cheat Button:

You will usually use this after you have gone through the Deck, and couldn't play a card. Before turning the deck back over, click on the Cheat button. The top card will move to the bottom of the Deck. Then flip the cards back over and go through them again.

Stock Cheat Button:

Click on this button, and the top card on the Stock will move to the bottom of the Stock. If you can't play the exposed card, then chances are that it didn't help you. If you have more cheats available, try it again.

Auto-Move



This feature is similar to the Auto-Play feature, but is used a little differently. If you right-click on a card, it will be moved to the first place to which it can be legally moved (if any).

If it can be played onto a Foundation, then it will go there. If it can't be played onto a Foundation, then if it can go on a Tableau, it will be moved there.

This feature also works with entire piles of cards and split piles (if the difficulty level allows it), but obviously only within the Tableau piles (you can't move an entire pile of cards to a Foundation!).

In some difficulty levels, Auto-Move is not allowed. In this case, when you right-click on a card, nothing happens.

Turn Over Deck Button



When you have turned over all cards in the Deck, you will see this button. Left-clicking on it will flip the cards back over onto the Deck, and allow you to go through them again.

You don't actually have to click on this button - clicking anywhere in the empty pile will do the trick.



NOTE: If the color of the picture on the button is green, it means that you have played a card from the deck, this time through. If it is red, you have not played a card from the deck this time through and have *probably* lost.

Strategy

Use Hints until you are sure you know all the rules (and maybe even after you learn the rules!). Remember that some difficulty levels don't allow Hints.

Don't forget which card is the first card on a Foundation. You can tell which one is first by looking at the left-most Foundation pile. The card on the bottom of the pile is partially visible when you play cards on top of it.

Remember that the cards can "wrap around". On the Tableau piles, this means a black King could be played on a red Ace (for instance). On the Foundation piles, it means that an Ace of Diamonds could be played on a King of Diamonds.

When in doubt, always try to empty the Stock first.

In most difficulty levels, you can "split" a pile, thus uncovering a needed card. A pile could be split onto an open Tableau pile, or perhaps onto the end of another Tableau pile. Hints will NOT show you this!

Don't be quick to fill empty Tableau piles. Although they will be automatically filled from the Stock, when the Stock is empty you have a choice whether to fill the empty Tableau pile or not.

Use the Cheat buttons wisely.

Don't forget that you can Undo all the way back to the start of the game (in most difficulty levels).

Options

Menu Choices

Game
Edit
Options
Help

Timer

This game has a running timer. If you need to pause the game, minimize the game to an icon. This will stop the timer. When you restore the program from the icon, the timer will continue.

Game Menu

- | | |
|----------------|---|
| New Game | Starts a new game |
| Records | Brings up the Records screen (top scores). You can reset the records from this screen (all records, or just one Difficulty level). |
| Re-draw Screen | This will cause Canfield to re-draw the screen. Sometimes in the Windows environment, things happen that are unforeseen. If during the course of showing <u>Hints</u> one of these unforeseen things happens, Canfield may leave one or more cards "highlighted". If this happens, select this option and Canfield will fix it! |
| Exit | Terminates Canfield. |

Edit Menu

Undo Backs up one move. You may also "undo" by pressing Alt+Backspace on the keyboard, as well as left-clicking the Undo button. You may "undo" moves all the way back to the start of the game. Note that this option is not available in all Difficulty levels.

Options Menu

Difficulty	Selecting this option will bring up the Difficulty Dialog. On this dialog you can select the difficulty level you would like to play. You can also view and modify various aspects of each Difficulty level by clicking on the <u>Attributes</u> button. If you want to modify the values, the best thing to do is select the Custom Difficulty level and change the Attributes for it, although you are free to modify the settings for any Difficulty level if you so choose.
Green Background	If you don't like the look of the green playing surface, un-check this option.
Drag Cards	If you would rather not "drag" cards around the screen, then un-check this option. See the discussion about this, in the preceding section <u>Mechanics</u> .
Animated Draw	When you click on the <u>Deck</u> , three cards are "drawn" and placed on the <u>Waste</u> pile. If you un-check this option, then you won't see the cards move from the Deck to the Waste pile. It can speed up game play to turn this off (but it's not as pretty!).
Deck	Left-click <u>here</u> to get help on this option.
Start Maximized	When this option is checked, Canfield always starts up in full-screen mode. If you don't like that, un-check this option.
Hand Cursor	When you start to drag a card, the cursor changes into a "hand". On some systems, this can slow down the dragging process. Un-check this option, and Canfield will not display a hand cursor.
Auto Hints	Left-click <u>here</u> to get help on this option.
Hint	Select this option to get a hint. It's the same as using the <u>Hint</u> button.
Auto Play	Select this option to have any cards that can be moved to the <u>Foundation</u> piles automatically moved for you. It's the same as using the <u>Auto Play</u> button.

Deck Option

Selecting this option brings up a sub-menu with the following options:

Window	This option lets you play with the card deck that has a "window" on it.
Landscape	This option lets you play with the card deck that has a landscape picture on it.
Animated	When this option is checked, some form of animation will happen with the card deck.
Animation Options	Selecting this option will bring up a dialog that lets you set the frequency of the card deck animations.

Left-click on the "Back" button at the top of this screen (or [here](#)) to return to the discussion of the other Options.

Auto Hint Option

Selecting this option brings up a sub-menu with the following options:

- | | |
|-----------------------------|---|
| Active | When this option is checked, <u>Hints</u> are given automatically after each move you make. |
| Include Empty Tableau Piles | Sometimes, when you have emptied the <u>Stock</u> pile, you may choose to leave a <u>Tableau</u> pile empty for a while until you are sure what to place on it. If you are using <u>Hints</u> and the hints keep telling you that you can move a card onto the empty Tableau pile, it can get annoying. Un-check this option when that happens. |

Left-click on the "Back" button at the top of this screen (or [here](#)) to return to the discussion of the other Options.

Help Menu

Various Options

Click on any of the different Help Topics to jump right to that topic.

About

Selecting this option brings up the "About" screen, which gives you information about the version number and the author.

About Shareware

[Definition And Comments](#)

[Registration Form](#)

[Support](#)

Shareware Definition (and Comments)

This program, Canfield, is Copyright (c) 1991,1992 by Daniel Thomas. All rights reserved.

Canfield is Shareware. This means that you are free to use it for a trial period, at no charge. After a reasonable trial period, if you continue to use it, you must register it.

This program is a fully functional version, and is not crippled in any way. I do not believe in crippling software in order to force registration.

To register your copy of Canfield, please print and fill out the [registration form](#).

When you register, you will receive:

- the right to continue to use this program
- a registration number that will get rid of the reminder screen
- the current version on disk
- a small printed manual

You may distribute this program freely, as long as all files are included EXCEPT THE FILE CANFIELD.INI, and the files are not modified in any way.

You can contact me on CompuServe at 72301,2164, and Prodigy at CWRWF01A. Thanks for your support.

Dan Thomas

Registration Form

You can print this form by selecting File/Print Topic from the Windows Help menu (above). Most printers will be able to print this. If yours doesn't, load the file CANFIELD.REG into NOTEPAD and print it from there.

Canfield Version 1.01 Registration Form

Name: _____

Company: _____

Address: _____

City: _____ State: _____ Zip: _____

Phone: (_____) _____ Country: _____

Electronic Mail (or CIS ID): _____

Where did you get your copy of Canfield from:

Canfield registration: \$17.00 \$ _____

Gets you:
the right to continue to use this program
registration number
the current version on disk
a small printed manual

Disk size(circle one): **5.25** **3.5**

Shipping & Handling (\$3 US and Canada, \$6 elsewhere): \$ _____

Total (US Funds): \$ _____

Checks must be drawn on a US bank, and payable in US funds. Canadian customers can get a Canadian Post Office Money Order - make sure it is in US funds.

Please make checks payable to: Daniel Thomas

Send to: Daniel Thomas
2301 N. Huron Circle
Placentia, CA 92670

Support Policy

Unlimited support is available for all users, registered or un-registered. I will gladly accept phone calls, but if you don't catch me in I'd rather not return long distance phone calls unless it's urgent. E-mail is the best way to reach me.

E-Mail: Compuserve: 72301,2164 Prodigy: CWR01A

PHONE: It has to be on your dime. (714) 524-5625 nights (Pacific Time).

Miscellaneous

Acknowledgements

Canfield was written in Borland's Turbo Pascal for Windows.

Thanks to all the guys on the ASP Forum on CompuServe, and to the Beta Testers.

Trademarks

Windows is a trademark of Microsoft Corp.

Turbo Pascal for Windows is a trademark of Borland International.

Revision History

1-6-92 version 1.01

 First public release

Difficulty Attributes

The Difficulty Attributes dialog shows you the settings for each Difficulty level. If you want to modify any of the settings, the best thing to do is select the Custom Difficulty level and change the Attributes for it, although you are free to modify the settings for any Difficulty level if you so choose.

Number of Cheats Allowed

Specifies the number of times that the Cheat buttons may be used in a game. Values range from 0 to 9999.

Stock Pile

Specifies how many cards are initially placed in the Stock pile. Values range from 1 to 16 cards.

Tableau Movement

These settings specify how cards that are on the Tableau piles can be moved.

Entire pile or top card means that you can move an entire pile onto another pile, or you can move the top card onto another pile. You can't split a pile in the middle.

Entire pile, top card, or split pile is the same as the above option, with the addition of being able to split a pile.

Split pile to empty space specifies whether a Tableau pile can be split and moved to an empty Tableau pile.

Misc

The miscellaneous settings specify whether certain options are allowed during the game.

Undo determines whether you can use the Undo button.

Hints determines whether Hints can be used.

Auto-Play determines whether the Auto-Play button can be used.

Auto-Move determines whether the Auto-Move feature can be used.

The Association of Shareware Professionals

ASP Ombudsman Information

This program is produced by a member of the Association of Shareware Professionals (ASP). ASP wants to make sure that the shareware principle works for you. If you are unable to resolve a shareware-related problem with an ASP member by contacting the member directly, ASP may be able to help. The ASP Ombudsman can help you resolve a dispute or problem with an ASP member, but does not provide technical support for members' products. Please write to the ASP Ombudsman at 545 Grover Road, Muskegon, MI 49442 or send a CompuServe message via CompuServe Mail to ASP Ombudsman 70007,3536.

ASP POLICY ON NO CRIPPLING

The principle behind shareware is "try before you buy." ASP believes that users have a right to try a fully functioning shareware program in their regular computing environment. Accordingly, ASP authors agree that:

- (1) The executable files (and/or items linked in with executables) in their shareware and registered versions will be the same (with the exceptions noted below)
- (2) All the program's features will be fully documented.
- (3) Registration encouragement procedures which in the judgment of the Board are either unreasonable or unprofessional are not allowed.

Registration Reminder Screens should (if used):

- 1) be displayed no more than twice each time the program runs (or twice per day for long-running programs such as TSR's).
- 2) not require more than two keystrokes to bypass.
- 3) not have a forced minimum display time of more than three seconds. In other words, the RRS itself should not take control of the computer away from the user for more than three seconds.

Practices such as creating undocumented hidden files or printing a registration form without the user's knowledge or consent are prohibited. It is NOT necessary to have any of the above as a simple "Strike Any Key To Continue" is the least objectionable to the user.

Exceptions to a strict interpretation of this policy are as follows:

to save disk space, tutorial and additional explanatory material may be left out of the shareware documentation.

the shareware version may have registration encouragement procedures absent from the registered version (or which can be disabled with a code only provided to registered users).

the registered version may include sample files not included in the shareware version.

if source code is offered with the registered version, it may be withheld from the shareware version.

the author may provide two shareware versions: one a small version which the author designates the distributed version in normal circumstances (e.g. language tools in C only available in one model) so long as the full shareware version is available from some public source (possibly for a small distribution fee) and may be copied for trial purposes. The small version's documentation must clearly describe how users may obtain the full shareware version.

the author may provide an enhanced retail version of the program so long as it is not (in the opinion of 60% of the BoD) merely an attempt to circumvent this no crippling policy

registered users may be provided bonus utilities unrelated to (and which do not change) the basic functionality of the program

registered users may be given utilities which provide a convenience but which are not essential

exceptions approved by the ASP board of directors by a 60% vote of those voting