

Seahaven Towers v2.1 Help Contents

Seahaven Towers v2.1
By Cary Farrier

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For Help on Help, Press F1

About Seahaven Towers

Many of my users have complained that this game is addictive, and should be regulated by the DEA (the American Drug Enforcement Agency)! I have found it to be just as addictive, and I have known one person that managed to win over 700 games in a row, although that was accomplished by a "feature" in the Macintosh version that I consider cheating.

I can't take credit for inventing Seahaven Towers, I'm just another addict. I became addicted to the [Macintosh](#) version written by [Art Cabral](#) around 1988, and that is why I eventually wrote this version for Microsoft Windows. Now, though, it seems that I may have cured my addiction to the game by writing it.

My version of Seahaven Towers has been featured in the San Jose Mercury News (June 5, 1994), and on the Windows User Magazine (United Kingdom) Cover Disk (December, 1994).

[Click here to find out about other versions of Seahaven Towers.](#)

How To Play Seahaven Towers

The Goal of Seahaven Towers

The goal of Seahaven Towers is to rearrange the cards into the four suits, and move them up to the home spaces in the order Ace, 2, 3, 4, 5, 6, 7, 8, 9, 10, Jack, Queen, and finally King.

The Move Spaces

There are four move spaces. You can place a single card in each of these spaces as a temporary holding place while you are rearranging the deck.

Moving Cards

You can move from one to five cards at one time, depending on the number of available move spaces (a move space is available if there is no card in it). If you want to move five cards at one time, all four of the move spaces must be available. If you want to move three cards at one time, then two move spaces must be available. In other words, you can move the number of cards equal to (available move spaces + 1) at any given time during the game.

When placing cards, you can only place a card on top of its next higher card in the suit, i.e. a 9 of clubs can only be placed on the 10 of clubs.

When there is a free column in the playing area, only a King can be placed into the free column.

How To Register Seahaven Towers

Registered users of Seahaven Towers receive a fully functional version of the game, allowing full undo/redo, and full autoplay. Registered users also receive [free updates](#) as they are made available.

Postal Mail Registration

The registration fee when using the postal system is \$10 U.S.

[Click here to go to the Registration Form.](#)

CompuServe Registration

Some users may find it convenient to register via the Shareware Registration forum on CompuServe. The registration fee for using CompuServe is \$15 U.S., because:

1. CompuServe takes a 15% cut off the top
2. The added cost of overseas air mail (this account is expected to service international users primarily)
3. Maintaining the account

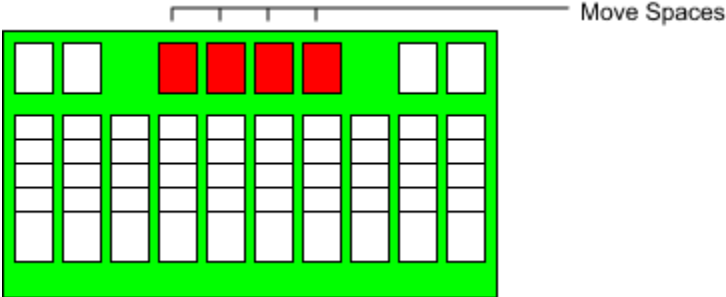
To use the Shareware Registration forum, type [GO SWREG](#) and register [product id 3998](#). Your CompuServe account will be billed directly by CompuServe, I will receive notification of your registration, and will ship a disk out to you right away!

International (Non-U.S.) User Registration

For users outside the United States, I recommend that you use the [CompuServe Registration](#) method above. Using CompuServe will avoid the problems and high cost of obtaining a check drawn on U.S. funds, and I will receive instant notification of your registration and will send a disk out that much sooner.

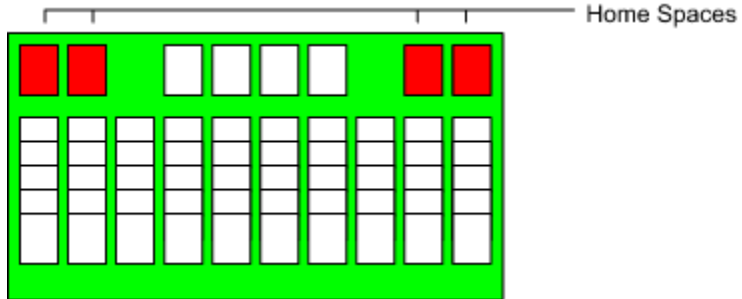
move spaces

A move space is a place where you can temporarily store a card. The move spaces are located at the top-center of the game window.



home spaces

A home space is where you want to move each suit of cards to. The home spaces are located at the upper-left and upper-right corners of the game window.



Upgrade Policy

Registered users of Seahaven Towers will receive [free](#) updates as they are made available. I will notify users with electronic mail addresses when updates are available (sorry, the postage adds up very fast, and at only \$10 a user, the profit disappears quickly).

If you have electronic mail, and I can send it to you without cost to myself, I will send you the update electronically, free of charge.

If you prefer to use postal mail, you can send me a check for \$1.50 U.S. and I will mail you a disk with the upgrade on it.

Seahaven Towers v2.1 Registration Form

Please print this topic and fill it out.

Name _____

Street Address _____

City _____

State/Province _____

Zip/Postal Code _____

Country _____

Electronic Mail Address _____

Telephone _____

Please make payment of \$10 U.S. payable to "Cary Farrier".

Mail To:

**Cary Farrier
P.O. Box 1636
Los Gatos, CA 95031-1636
U.S.A.**

Other Versions of Seahaven Towers

Macintosh

The original version of Seahaven Towers was written by Art Cabral, of Longwood Associates. This version is available just about everywhere, and you can contact Art Cabral and Longwood Associates at the following address:

Longwood Associates
P.O. Box 2162
Sunnyvale, CA 94087

OS/2

In addition to the Macintosh and Windows versions of Seahaven Towers, there is also a version available for OS/2 users written by J. Daniel Kulp. You can reach Daniel Kulp by the following means:

J. Daniel Kulp
2257 Fillmore Avenue
Deltona, FL 32725

CompuServe ID: 75052,1436

Features of the Game

Seahaven Towers for Microsoft Windows has a number of features.

Autoplay. Cards that can be moved to the [home](#) spaces will be automatically moved. Autoplay will often catch moves that are easily missed, and removes the tedium from having to move every card by hand. Can be toggled on/off. In the unregistered version, only half of the cards will be automatically moved, the rest must be moved by hand.

Undo/Redo. You can undo your moves all the way back to the start of the game, and then redo your moves back to where your game is currently at. At any point in using undo/redo, you can decide to continue playing the game at the current position. This feature is a real life saver, I doubt many people could win a game without it. In the unregistered version, you can only undo/redo the last three moves.

Sound Effects. Unique sound effects for many of the game actions. Can be toggled on/off.

Different Card Backs. You can choose your card back from a number of selections. Keep an eye on the Seahaven card back, it will change depending on the time of day that you start the game!

Status Bar. The status bar at the bottom of the window will tell you why a move could not be made.

Scoring History. The history of your wins and losses is kept for you, as are the percentages of the number of games won/lost. You can clear your score history when things start to look too bad.

Multiple Games at One Time. You can play more than one game at a time. This is great for when you are sharing the game with someone else, or when you want to put aside a really tough game for a while.

Two Sizes of Card Decks. There are two card decks available, one for smaller screens and one for larger screens.

About the Author

I live in the Silicon Valley, California, USA. I write software for a living, and have been in the software industry since 1988.

I wrote this game because I was addicted to the version written by [Art Cabral](#) for the Macintosh, and also as an exercise to learn the Visual C++ 1.5 development environment.

I am amazed every day when I go to the PO Box and find that more people have registered their copies of Seahaven Towers. This is my first venture into the arena of Shareware, and I am pleased to say that it definitely works when people take the time to support it.

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America Online: Cfarrier
CompuServe: 75501,60

Redistribution

You are given permission to freely copy and redistribute the [unregistered](#) version of Seahaven Towers, and this help file, on the condition that they are kept together and are not modified in their function or content, respectively.

If you are redistributing this software, I would appreciate some notice to that effect, especially when placing it on CD-ROM compilations or covering the game in a magazine. This is not a requirement, but a request.

You may not under any circumstances redistribute the registered version of Seahaven Towers.

If you would like to share Seahaven Towers with your friends, then please give them a copy of the demonstration version. I can only continue to support this game when you support me. [Click here to find out how to make a copy for your friends.](#)

How To Make a Copy for your Friends

If you would like to give a copy of Seahaven Towers to your friends, then follow these steps:

1. Get a blank, formatted floppy disk and put it in your disk drive (A: or B:)
2. Open the File Manager, and use it to go to where you installed the game (the default location is C:\SEAHAVEN)
3. Drag the file SEADEM21.EXE to the small disk drive icon (A: or B:)
4. Drag the file SEAHAVEN.HLP to the small disk drive icon (A: or B:)

Thats it!.

Please! Don't give the registered version to your friends! It is the support of users such as yourself that makes shareware possible, and it is your support that encourages me to make upgrades to the game.

Using the Menus

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New Game

Causes a new game to be generated. The new game can be played at the same time as other games, so you can play more than one game at a time.

Abort this Game

Aborts the current game and adds a loss to your score history.

Start Game Over

Restarts the current game back to the beginning. The result is the same as if you had selected Undo Move until you were back at the start of the game. This feature is unavailable in the unregistered version of Seahaven Towers.

Show Score History

Displays your scoring history, including the number of games won and lost, and your longest winning and losing streaks.

Clear Score History

When the losses begin to outnumber the wins, or when you don't want people to know just how many games you've really played, you can use this to clear your scoring history.

Exit

Exits Seahaven Towers, saving all games.

Undo Move

Undoes the last move. In the unregistered version of Seahaven Towers, you can only Undo/Redo the last three moves.

Redo Move

Redoes the last move that was undone (it undoes the undo). In the unregistered version of Seahaven Towers, you can only undo/redo the last three moves.

Auto Play

Toggles automatic card movement on or off. When it is on, the game will automatically try to move cards to the home spaces for you. In the unregistered version of Seahaven Towers, only cards Ace through 6 will be moved automatically, you will have to move the rest by hand.

Auto Play Animation

Toggles the automatic card movement animation speed between slow and fast. If you are using a slower computer, then turn off this menu item.

Sound

Toggles sound effects on/off.

Keep Until Exit

Keeps games that you have won around until you close Seahaven Towers. This way you can review your game, and then close it manually via Abort (but it won't count as a loss, since you already won the game).

Auto Close

Automatically close a game after you have won.

Close and Begin New

Automatically close a game that has been won, and then startup a new game right away.

Small Deck

Use the small card images.

Large Deck

Use the large card images. These can only be used if your screen resolution is 800x600 or above (see your computer's documentation for information on changing the video mode used by Windows).

Seahaven

A card back that will change depending on the time of day you start the game.

Traditional 1

A traditional card back.

Traditional 2

A traditional card back.

Marbles

A card back with marbles on it.

Bubbles

A card back with bubbles on it.

Cascade

Cascade the open game windows.

Tile

Tile the open game windows.

Arrange Icons

Arrange the minimized game icons.

Contents

Bring up the help contents (this file).

How To Play

Bring up information on how to play Seahaven Towers.

How To Register

Information on how to register Seahaven Towers.

About Seahaven Towers

Information about Seahaven Towers.

