Solit Help

Solit V1.14   Copyright 1995   Felix R. Jeske   All Rights Reserved.

Solit is a freely distributable shareware, solitaire card game under Windows 3.1.

Objective

The goal of Solit is to stack all the cards in ascending order on the four Ace Stacks.

Game Layout

Rules

Game Controls

If you like and play Solit, please send US$10 to the following address:

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Game Layout

The playing area is divided into three different types of stacks of cards: Ace, Temporary and Main Stacks.

Ace Stacks are the final resting place of all the cards and are automatically controlled by the computer. They are located in the upper left and right corners of the playing area outlined by black borders.

Temporary Stacks are temporary card holders that can contain only one card each. They are located in the center of the playing area and shaded dark green.

Main Stacks are the main working area for manipulating cards and can grow as large as necessary. They are located below the Ace and Temporary Stacks across the width of the playing area.

Rules

Initially, all 52 cards are shuffled and dealt out into 10 Main Stacks containing five cards each. The remaining two cards are put in the middle two Temporary Stacks.

The cards can be moved subject to the following rules:

1)   Only one card can be moved at a time.

2)   A card can only be placed on another if they are of the same suit and directly follow each other (*e.g.*, a 7 of Hearts can be placed on an 8 of Hearts but not on an 8 of Diamonds or Queen of Clubs.

3)   Kings may be placed on empty Main Stacks.

4)   Any card at the bottom of a Main Stack can be placed on an empty Temporary Stack

The Ace Stacks are managed by the computer which will automatically move any cards to them as they are uncovered. For example, if an Ace is uncovered, it will be moved to its appropriate Ace Stack. If later the 2 of the same suit is uncovered, it will also be moved.

Finally, multiple cards in a suit-run can be moved if empty Temporary Stacks are available to hold the extra cards beyond the first. This eliminates the hassle of moving all but the top card in the run to the empty Temporary Stacks and then moving them back to the Main Stacks.

Game Controls

Cards are moved by left-mouse-button clicking on them, holding down the button and dragging them to their new stack.

The menu/toolbar consists of the following functions:

Game

New	Quits the current game and deals out a new game.
Restart	Restarts the current game.
Solve	Not implemented.
Exit	Exits Solit.

Options

Undo Move	Un-does the last move.
Redo Move	Re-does the last undo move.
Slide Cards	Toggles sliding cards for computer card movement.

Help

Rules	This Help session.
About Solit...	About Solit.