

## *Windows Solitaire Help Index*

DESCRIPTION

PLAYING SOLITAIRE

OBJECT OF PLAY

OPTIONS

AUTHOR

## ***Description***

WinSolit is a solitaire card game based on the rules of klondike solitaire as stated in "The Complete Book of Solitaire & Patience Games" by Albert H. Morehead & Geoffrey Mott-Smith and in "Official Rules of Card Games" printed by The United States Playing Card Company of Cincinnati, Ohio and as I have learned in the past from unknown sources.

The deck consists of 52 cards, shuffled together and dealt in seven piles on the tableau with the number of cards per pile increasing from one to seven from left to right with the top card being visible and the remaining cards face down (28 cards). The remaining cards are placed in a stock pile.

The object of play is to build the 13 cards of a suite on home from ace to king.

According to "The Complete Book of Solitaire & Patience Games", the odds of winning are 1 in 30 (using standard deal rules) and that a game takes around 8 minutes.

## ***Playing Windows Solitaire***

To play WinSolit, move the mouse to point at the card(s) that you wish to pick-up and click and hold the left mouse button. Then drag the card to the location you wish to drop the card(s) and release the button.

Cards are built on the tableau by placing a lower card onto the next higher card of the opposite color. (i.e. A red queen can only be placed on a black king.) Cards are then moved from the tableau to home where they are placed on the next lower card of the same suit. The home piles have to start with an ace.

Deal Option 1: One card - One pass.

Turn up cards from the stock pile one at a time, building them on the home piles or on the tableau. Unplayable cards go into a wastepile of which the top card is always available. There is no redeal.

Deal Option 2: Three cards - Three passes

Turn up cards from the stock pile in batches of three. The top card of each batch is available and the lower cards are released by the play of the top card. Build them on the home piles or on the tableau. Unplayable cards go into a wastepile of which the top card is available when the three cards have been played. Three passes through the deck are allowed.

(NOTE: WinSolit will also allow you to go through the deck an unlimited number of times if you chose, but this is NOT according to the rules of Klondike Solitaire.)

An ace must be moved into home as soon as available but all other cards may remain on the tableau as long as desired. (NOTE: WinSolit does not enforce this rule but who would leave an ace on the tableau anyway?)

You can pick-up the bottom card of a pile by clicking and holding the left mouse button below the pile of cards. You can pick-up a build in a pile by clicking and holding the left mouse button at the top of the pile.

The mouse pointer may be anywhere within a column when you release the cards. If the card(s) cannot be played in that column, it will return to the original column where the card(s) came from and you will see a message explaining why the card cannot be played (unless ignore pick-up and drop rules are set).

You may backup any number of turns (if allow backup option is set) up to the beginning of the game by using the **Backup** menu option.

If you click the right mouse button on a pile of cards, WinSolit will move the top card home if possible.

The **Autohome** menu option will send all playable cards home. This is useful when you know that all cards are visible and you wish to complete the game.

When you get stuck, click on the **Hint** menu item and see if WinSolit has a suggestion.

## ***Object of Play***

The object of play is to get the four suits built onto the foundations (called home) from ace to king. The game is won if you send the whole deck home in the four suits. You do not have to send a card other than an ace home as soon as it is available.

The top card of each pile is always available as well as all cards below it which follow it in ascending sequence in alternating colors. Available cards may be built down, in alternating colors, ending at ace. Any or all of the cards on top of a pile, while they are in correct sequence, may be lifted as a unit to build elsewhere. A sequence of available cards may be broken at any point and some left behind. A space made by clearing away an entire pile may only be filled by a king.

A card (or group of cards) may be placed on a card of next higher rank of the opposite color. (i.e. A red queen may only be played on a black king.) A king may only be placed in a space.

When play comes to a standstill, select the **Next** menu option in order to deal another card.

## **Options**

By selecting the "Options..." menu item, you can change some parameters of game play. Options can be changed by clicking on the check box to the left of the option you wish to change.

**Allow backup** - allows you to undo previous turns and backup to the beginning of the game.

**Scale Bitmaps** - If set, cards will be scaled if the window size is such that the entire card would not be visible. If this option is not set, cards are clipped instead and remain more readable.

**Drag Cards** - Cards are actually dragged from pile to pile if this option is set otherwise they are only marked and the cursor changes to indicate that cards are in your hand.

**Sound On** - Solitaire will play a little song if you win when this option is set.

### **Cheat Options**

- o **Allow pickup of any** - This option will not be saved and is provided to allow you to violate the rules of klondike solitaire when frustration sets in.

- o **Allow drop anywhere** - This option will not be saved and is provided to allow you to violate the rules of klondike solitaire when frustration sets in.

### **Deck Option**

Deck Options control how the stack is handled.

- o **One card - One Pass** The stack is turned over one card at a time for only one pass. Odds for winning are about 1 in 30 with this type of deal.

- o **One card - Forever** The stack is turned over one card at a time forever. Odds for winning are about 1 in 3 with this type of deal.

- o **Three cards - Three Passes** The stack is turned over in batches of three where the bottom cards are only available for play after the top card is played. Only three passes through the deck are allowed. Odds for winning are about 1 in 30 with this type of deal.

o **Three cards - Forever** The stack is turned over in batches of three where the bottom cards are only available for play after the top card is played. Don't know the odds for this type of deal.

o **Standard Game** This will disable the cheat rules and select **Three cards - Three passes**.

#### **Score Options**

o **No scoring** Turns scoring off and closes the score window.

o **Points** You are awarded one point for each card that goes home.

o **Money** It costs 52 dollars to start the game and you get \$5 for each card that is sent home.

## ***Author Information***

WinSolit is Copyright (c) 1992 by John A. Junod.

If you enjoy playing this game and wish to make a contribution to support the continued development of this and other related games, send \$5 to:

John A. Junod  
267 Hillwood Street  
Martinez, GA, 30907

WinSolit is the second of my EGA/VGA series of games that has been transferred into the Windows environment.

Other games available from me are Windows Spider Solitaire, EGA Spider Solitaire, EGA Klondyke Solitaire, EGA Pyramid Solitaire, and EGA Four-In-A-Row (like Connect-Four). To obtain all of these games, send \$20 for a 3.5" 720K diskette. (5.25" disks available on request.)



A build is defined as one or more cards in ascending sequence in alternating color sequences.

A space is an empty row created by playing all cards in that row on other cards. Only a king may be played in a space.

Home is defined as the four foundations and is located on the right side of the screen below the stock pile. Each ace, as it becomes available, must be sent home. (Cards are automatically positioned when placed in the home area.) Foundations are then built up in suit and sequence.

The stock pile is the remaining cards that have not yet been dealt. The contents of it is reflected by the stack of cards face down at the upper right corner of the screen. Cards are turned over to the wastepile when you select the **Next** menu option or click on the **NEXT** button on the pile.

The tableau is defined as the seven piles of cards on the left half of the screen.

The wastepile is defined as the stack of face up cards just to the left of the stock pile.