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Magyar felhasználók részére.

Para el mundo hispanohablante.

**Review sites,** reviewers! Please notify me of your reviews of Solitaire Package One on the Web.

## Introduction

Every copy of Windows includes a Klondike solitaire (Windows 95 has a FreeCell as well). That game is perhaps the most known and the most popular solitaire of all. Do you think that sometimes it would be nice to try other games? Or you already have other solitaire programs, but the quality of those just can't match the Klondike game? Or you'd like the game to keep trace of your results?

This Solitaire Package is made for you. I have tried to include everything in it and the best of everything.

The Solitaire Package One contains 6 one deck and 4 two deck solitaires. There's one of almost all kinds of solitaires in the package. Try those clumsy two deck games, they fly on the computer!

If you're satisfied with the game please register the collection.

# Credits

Without the work of the following people Solitaire Package wouldn't be what it is.

**Stephen Murphy**

Author of the QCard.dll a great cards library (the functionality of the DLL was a bit expanded by me).

He can be reached at :

[70661.2461@compuserve.com](mailto:70661.2461@compuserve.com)

The latest version of the 16 and 32 bit QCard.dll can be found at the URL:

[http://www.telusplanet.net/public/stevem/](http://www.telusplanet.net/public/stevem/)

**Dan Siemens**

Nice guy, creator of the astonishing textures that come with Solitaire Package One.

Can be reached at:

[danimal@netcom.com](mailto:danimal@netcom.com)

His homepage can be found at the following URL (with more dazzling textures like the ones included, but with their own personality):

[http://private.fuller.edu/~danimal/](http://private.fuller.edu/~danimal/)

**Note:** The original names for the textures (for Windows 95 long file name fans): Blue Lichen, Burlap, Domes, Funky Blue Mud, Mud Wafers, Prime Slime Supreme, Purple Mystery, Slime Spores and Zitso Skin.

# Revision History

Registered or unregistered users do not have to do anything but copy the new programs in place of the old ones. Statistics and registration codes won't be modified.

### 25 February, 1998

Unchanged in many ways, version 2.97a was on its way.

- I replaced the undo controlled nag-screen with an ASP compliant one.

- Web pages with customer support were introduced.

- Thanks to setSystems I can accept Credit cards and many other payment methods, through secure on-line registration.

- An irrelevant error in user management was corrected.

### 10 September, 1997

After some changes in both appearance and handling version 2.97 is released.

The main purpose of the modifications was to align more the package to Windows 95. Background customization is a major improvement. Some minor errors came up during the playtime these have been corrected. A change for more ease of handling was introduced.

**Note:** instead of these corrections the games, QCard.dll and Ctl3D.dll are 16 bit programs, they're developed for use with Windows 3.1 (as well as the Help file), but their co-operation with Windows 95 is better.

- Any kind of Windows bitmaps and solid (not dithered nor in 256 color mode) colors are applicable as a background!

- I have removed the 3D subclassing from the command buttons in the dialog boxes. So these controls aren't Windows 3.1-style using Windows 95 (or systems above that).

- If you start a game under Windows 95, fonts used in dialogs have Normal style (of course in Windows 3.1 and unfortunately in Windows NT bold style applies). No re-design of dialogs happened, so the total 'Windows 95 feeling' isn't there, but that's better.

- Every program file includes a Small icon (16 x 16 pixels) besides the Large one (32 x 32 pixels).

- Two icon libraries (in form of DLLs) replace Solhelp.ico. A 16 bit (Icons.dll) and a 32 bit one (Icons32.dll). With Windows 95 the use of Icon32.dll is recommended. They include icons for the 10 games, one for the Help and one for the Folder. This ultimate is good for any Shortcut bar (knowledge of the registry might be useful).

- My message-boxes play system sounds when displayed.

- Testing empty card holder places was done only if the card in hand didn't touch any other cards. In the new version it signifies equally.

- When cancelling card back changes the selected card back no longer replaces the old one.

- It was annoying that the ESC key was linked to the *Play as Guest* button. This link has been removed.

- In the game 'Hemispheres' cards from the core might have been travelled to the foundations face down. Now they won't.

- Many minor errors occurred dragging cards using Illegal Move Messages. These are corrected.

- Changed mnemonic key for the *Register* and *Unregister* menu items from 'r' to 'e' (because of the collision with *Deal random hand*'s 'r'*)*.

**1 September, 1996**

After nearly one year of delay, and some domestic releases in Hungary, the English version Solitaire Package One hit the road through WinSite.com (with the version number 1.0).

# How to play

The object of most solitaires is to build up some foundation piles according to certain rules. Every single game has its own detailed list of rules. It can be found at the game's topic together with scoring information (because scoring is different game by game). In the next paragraphs there's some general info about using Solitaire Package One.

### Starting a new game

At the beginning of the game type in your name (nick name, etc.) in the appearing dialog box or select yours from the list! At the startup the name of the last-played person appears in the edit field. This name is important because of the personally stored statistics. If you want to show the games to your friends use the name Guest or the button *Play as Guest*!

After the "login" there's a plain playing field, here you can still change your mind.

### Dealing

Solitaire Package One has 1000000000 pre-defined hands. These are numbered 0 to 999999999 and are always the same. The result of any deal is that a full deck appears on the screen and the statistics change.

There're four ways to Deal. In the *Game* menu you find the following four items. *Deal full random hand:* The deck is randomly shuffled (pressing F2 results the same). *Deal random hand:* The deck is randomly selected from the 1000000000 pre-shuffled decks. (pressing F3 results the same). *Select hand:* You can select a hand from the pre-defined ones. The menu item *Deal same hand* can be used if you think that a hand might be solved with a different strategy. It redeals the last hand.

Important: only the games dealt with one of the two random deals modify the statistics. Guess why.

### Undoing

Undoing is hardly restricted in the game. At most the last move, discard, etc. can be undone, and only if no unseen card appeared as a result of the move. For example no undo is available after dealing or flipping a face down card. The *Undo* item in the *Game* menu is grayed if there is no move to undo. On the keyboard: press ALT together with BACKSPACE.

### Clearing statistics

If you feel that your average will never rise above $-10, so you'd like to make a clean sweep, choose the menu item *Clear statistics*. Of course you're allowed to do this anytime.

### Changing, Adding, Deleting players

In the *Options* pop-up you find the *New player* and *Remove player* items. The first one can be used to create a new player or to switch to a different but existing player. The second one to remove players that will not compete anymore.

When you change your mind after choosing the New player item, you can still return to the current game if you select the actual player in the Player field.

# How to handle the cards

The games in the Solitaire Package One can be played with mouse (1.) and also with **keyboard** (2.). It's an unusual thing in the shareware world, but I think it is necessary. Details on how to use the keys can be found at every game's topic. Here're some general moving skills.

**Moving cards**

1. Point to a single face up card or a head card of a face up column (built in right order) you want to move. After pressing the left mouse button drag the card(s) to a new location, then release the left button.

   Double clicking on a free card sends it to the first foundation pile that matches the building rules (when available).

2. Use the TAB and ARROW keys to select a card, then press SPACE to pick it up. (Cards in hand are a bit dislocated) After moving the cards press SPACE again to place them. You can return any "dragged" cards to their original position by pressing ESC.

   There's no special key to move cards to foundations.

**Flipping a face down card**

1. Click on a face down card.

2. After selecting the card, press SPACE.

**Dealing from the stock**

1. Click on the top card of the stock. That results in creating the tableau, dealing cards to the reserves or wastepile etc.

2. Press SPACE on the stock.

**Redealing**

1. When the stock is exhausted and the marker under it shows a green O, redealing is possible. Sometimes there's only one redeal, sometime infinite redealing is allowed. If the marker shows a red X there's no redeal. Click on the mark to move those re-playable cards to the stock.

2. Move to the place of the stock. Then use the SPACE key.

**Information**

1. You can receive information about every part of the playing field (i.e. the window's client). In the dialog box appears the name of the playing area you clicked on (e.g. stock, wastepiles etc.), a short description, important rules, the number of cards in the pile, and a button called *Cards*.

   To pop up this dialog box click the right mouse button on the area you'd like to know more about.

2. Press the ENTER key.

# Options

In the *Options* menu you find the following (you can adjust switches during the game with the keys F5, F6, F7, F8):

## Changing the card back design

Selecting *Card back*, you can choose between six card back designs. Click on the preferred one then on the *OK* button or simply double-click. Using keys: with the TAB (focus indicator border) then select with RIGHT and LEFT ARROWS followed by ENTER.

## Changing background

Selecting *Background*, you can choose between background colors or textures. The program for my and your convenience and to keep the interface uniform doesn't use Windows common dialogs. Instead it has its own color palette and **enumerates** the bitmaps it can find in its own directory (with long file names under Windows 95!).

The *Bitmaps* listbox stores the names of the enumerated and intrinsic bitmaps and the *(None)* item. If you select this ultimate one you can change the background color. The edit fields and scrollbars *Red*, *Green* and *Blue* make possible the alternating of the colors. Beside the used color there're 15 other *Preserved colors*. With the *Add Current to Preserved Colors* button you can place the used color amongst the preserved ones. You can select a color from the palette as follows:

Click on the preferred color (a preserved color always will be alive this way). Using keys: with the TAB or the mnemonic key (focus indicator border) then select with the ARROWS. Always the color with the focus indicator can be modified. A preserved color can be brought alive with a press on the SPACE key.

## Statistics (switch)

You may decide if you want to see the statistics during the game or not. Scores change even if this switch is off but changes are only visible if the switch is on.

See also: <u>Statistics</u>

## Messages (switch)

If the program thinks that a move you did does not accords with the rules, the moved cards return to their anterior position. If messages are on, an *Illegal move* dialog appears. It can be a bit frustrating after a while, so I recommend you to disable messages if you know all the rules and turn this switch on only if a problem occurs.

## Automatic (switch)

First of all: automatic play is not for solving the deal. Many new solitaire games have this feature in some form. Some games prohibit the re-use of cards played to the foundations. You wouldn't want the auto-player to throw all the cards out when it is possible, would you. The algorithm moves only those cards that you won't need for further play. Auto play always stops if it can't decide! These stops do not mean that no moves are left to play. If you don't like this spiritual hand, you can still enable it, when all cards are visible and in the right order. (I do not recommend you to use automatic play during games of Engagements)

Some games not include this option. Then this switch is always off.

## Animation (switch)

If this switch is on the following moves are animated: dealing, repositioning a card after an illegal move, and automatic moves.

## Statistics

I know from experience that good statistics storing attracts players just like neat handling or awesome graphics.

**What include statistics**

1. Number of games played

2. Number of games you won. (You might win some money without solving the game. But here "won" means: a game totally solved.)

3. Total amount of money won. (Might be negative!)

4. Longest winning, losing streaks and current streak.

5. Winnings in the current game.

6. Averages, local specialities etc.

**The "Session"**

Every time you run a solitaire from the package minor statistics begin to keep track your results of that time. If the computer or the player has a bad day these stats show it.

Playing as *Guest* only the Session statistics change. Therefore the results of the *Guest* player won't be saved. A game dealt with *Select hand* or *Deal same hand* only modifies the actual game's scores.

**Top 5**

Selecting *Top 5* from the *Game* menu displays the *Best winnings* dialog box. It shows the 5 players that have won the most money ever in the current solitaire.

# Agnes

Agnes is a version of Klondike. It's ore exciting, requires more skill and provides more opportunities to decide.

**Playing area**

1. Tableau.
   After the deal contains seven cards in the first row, six in the second and so on. The seventh row only includes one card. Every card is dealt face up and partially covers the row above it.

2. Reserves.
   Seven piles at the top of the window.

3. Foundations.
   Four foundations. At the beginning a card is dealt to the first foundation pile. This is the base (the high card).

**Object of the game**

To place all 52 cards on the foundations.

**Rules**

You can build columns in descending order and in alternating colors (Red, Black, Red etc.). Due to the not fixed base King follows Ace.

On the tableau you mustn't place cards to a base card. A built column can be moved only together. (If there's a **dealt** card covering a dealt base card on the tableau you may split those. Also you may place the free card of a column to the foundations.)

When a tableau pile is emptied it can be filled with a card that has a rank one less than the base rank or with a column started with a card described above. (King has the rank one less than Ace has)

You can only deal cards to the reserves (seven at a time). Any card dealt to these piles fully covers the ones that were already in the reserves. All free cards can be played to the foundations or to the tableau.

On the foundations you must build four ascending suit stacks. You can place one card at a time to these piles. An empty place is indicated with the base value.

**Keyboard**

| | |
|---|---|
| TAB, SHIFT+TAB | To move among tableau piles foundations and reserves. |
| LEFT, RIGHT ARROWS | To move within the tableau, foundations or reserves. |
| UP, DOWN ARROWS | To move in one column of the tableau (to select the first card of a column you want to move). |

**Scoring**

Every deal costs you $52. The Bank pays $3 for every single card you place on the foundations (including the base denominator). Possible amount of winnings: $104.

# Fourteens

A member of the 'addition type' patiences. Does not have foundations.

**Playing area**

1. Tableau.
   Contains five columns and five rows.

2. Discard.
   The place of the discarded pairs.

**Object of the game**

Discard all 52 cards from the tableau.

**Rules**

You may discard card pairs from the tableau if the sum of their ranks is 14, and they are in the same row or the same column. (Jack equals 11, Queen 12 and King 13)

Empty places may be filled with cards from the stock.

**Redealing**

If there're no more cards in the stock pile, you can redeal as many times as you want. The redeal process is a bit complicated. The spaces of the tableau in top to bottom, left to right order are filled with cards of the tableau in bottom to top, right to left order. So the most top left empty place will be filled with the most bottom right card.

**Removing a pair of cards**

Drag the first card (as described in the Moving cards section) above the other, then release it. If the pair is OK it will be discarded.

**Keyboard**

| | |
|---|---|
| TAB, SHIFT+TAB | To move among stock, tableau and wastepile. |
| LEFT, RIGHT ARROWS | To move within a row of the tableau. |
| UP, DOWN ARROWS | To move within a column of the tableau. |

**Scoring**

Every deal costs you $52. The Bank pays $2 for discarded cards. For the first redeal you must pay $5, the second costs $10 and so on. Possible earnings: $52.

# Sir Tommy

This is an interesting, not too hard game. Lifts your self-esteem.

**Playing area**

1. Stock.
   Its top card is playable

2. Wastepiles.
   Empty at the beginning. A card placed here half covers the previous ones.

3. Foundation.
   All four foundations start empty.

**Object of the game**

Place all 52 cards on the foundations.

**Rules**

The top card of the stock can be played to a foundation (if the sequence is right) or to any of the four wastepiles.

There're no conditions, all cards may be moved to those four columns. But cards placed on the wastepiles are only allowed to move to the foundations not to other wastepiles.

On the foundations you must build four ascending groups ignoring suits. Every pile must be started with an Ace.

**Keyboard**

| | |
|---|---|
| TAB, SHIFT+TAB | To move among stock, tableau and foundation piles. |
| LEFT, RIGHT ARROWS | To move among the four wastepiles or in one row of the foundations. |
| UP, DOWN ARROWS | To move in one column of the foundations. |

**Scoring**

A deal costs $52. Every card placed on the foundations is worth $2. Possible winnings: $52.

# Pyramid Building

Pyramid is a popular form of patiences. I think this is the best one of the pyramid games, gives many opportunities to choose.

**Playing area**

1. Stock.
   You can flip its top card, and play it.

2. Wastepile.
   Top card is available to play.

3. Tableau.
   First seven cars are laid in a row. These form the base of the pyramid.

**Object of the game**

To complete the pyramid using the less possible number of cards.

**Rules**

The top card is playable onto the tableau. If there're no possible moves place it to the wastepile (face up).

You can place a card onto the tableau (from the stock or the wastepile) if there are two free cards in one row beside each other and:

- All three cards have the same rank.
- All three cards have the same suit.
- The placed card has the same rank as one of the free cards, and the same suit as the other one.
- The three cards are in consecutive rank. (For example: 9, 10, Jack)
- Any of the three cards is an Ace!

If you place a card onto the tableau it cannot be moved.

**Keyboard**

| TAB, SHIFT+TAB | To move among stock and tableau. |
| LEFT, RIGHT ARROWS | To move within the tableau, among the places where you can place a card. |

**Scoring**

Every deal costs you $52. The bank pays $1 for each card laid at the first row (those are laid out automatically), $2 for the cards at the second row, and so on. The one card at the seventh is worth $7. You receive the money only when you finish a row! Every card left in the stock when the pyramid is built is worth $1. So the maximum amount of money you can win is $56.

# Penguin

This is a game that has all 52 cards visible (and face up) after the deal. Thinking and tactics are the keys.

**Playing area**

1. Tableau.
   After the deal seven row of seven cards make up the tableau. Each row partially covers the previous ones. The top left card is named: the Bill. This one determines the base of the foundations.

2. Reserves.
   Seven places, each one reserved to hold one card at a time.

3. Foundations.
   Four foundations. <u>During the deal process</u> the base ranked cards are automatically placed here.

**Object of the game**

To place all 52 cards onto the foundations.

**Rules**

You can build descending columns of the same suit on the tableau. Due to the alternate base rank King follows Ace.

On the tableau you must not place any card to a base card. A column may be split when its free card can be placed to a foundation or a reserve pile, or when a card was dealt to a base card and they are in the right order. In other cases a built column only may be moved all together.

If a place on the tableau is empty, you may fill it with a card that has a rank one less than the base rank, or a right ordered column that starts with a card described above. (King is 'one less' than Ace)

Every reserve can hold one card at a time. Cards of the tableau may be placed here. Reserved cards can be played to foundations or back to the tableau.

You must build four ascending piles of 13 cards of the same suit on the foundations. Ace follows King (except if the base rank is Ace).

**Keyboard**

| | |
|---|---|
| TAB, SHIFT+TAB | To move among tableau, foundations and reserves. |
| LEFT, RIGHT ARROWS | To move within the columns of the tableau, the reserves or the foundations. |
| UP, DOWN ARROWS | To move in one column of the tableau (to select the first card of a column you want to move). |

**Scoring**

A deal costs $52. $2 is awarded for any card played to the foundations (including the three automatically placed cards). Possible winnings: $52.

# Canfield

Almost impossible to win (your chances are approximately 1:15), yet one of the most popular games. (Also known as Demon.)

**Playing area**

1. Wastepile.
   The stock turns three cards at a time to the wastepile (or less if there're less than three cards in the stock pile). The top card is available to play.

2. Tableau.
   Initially each one of the four tableau piles receives one face up card. During the game cards can be played onto these four.

3. Reserve.
   At the beginning contains 12 cards dealt face down and one card dealt face up. I bet you'll like this pile.

4. Foundations.
   There're four of these. One card is dealt to the first foundation to determine the starting rank.

**Object of the game**

To build up the four foundation piles.

**Rules**

You can build columns in descending order and in alternating colors (Red, Black, Red etc.). Due to the not fixed base King follows Ace.

On the tableau you mustn't place cards to a base card. A column can be moved only together. You may place the free card of a column to the foundations.

If a tableau place is emptied it can be filled with a reserved card. When the reserve is empty cards from the wastepile might be played there. In this case the game is almost won.

When you play a card from the reserve turn up the next one.

On the foundations you have to build four ascending sequences by suit. You can play a single card here, which has the same suit and one higher rank than the card on the foundation. Ace follows King. The three empty foundations you must start with cards with the indicated rank.

**Redealing**

If the stock is exhausted, you can turn down the wastepile and use it as a new stock (without shuffling). Your only chance to win is to use this facility the best way.

**Keyboard**

| | |
|---|---|
| TAB, SHIFT+TAB | To move among the stock/wastepile, the tableau, the reserve and the foundations. |
| LEFT, RIGHT ARROWS | To move within the tableau among the four columns or to move within the foundations. |
| UP, DOWN ARROWS | To move card to card within a column of the tableau. (To move a single card or the complete pile) |

**Scoring**

Every game you start costs you $52. The bank pays $5 for each card played to a foundation. The one placed automatically to the first foundation is also worth $5, so the prize available is $208.

# Engagements

This is a game constructed by me. Similar looking to Polyandry but has totally different rules. Really hard to solve and includes an exciting final period.

**Playing area**

1. Tableau.
   After each deal two rows of eight cards cover the cards of the tableau.

2. Foundations.
   Eight foundations. Six of them start empty. Queen and Jack of Hearts placed here before the first deal.

**Object of the game**

To place all 104 cards on the foundations.

**Rules**

In this game you can move single cards only. On the tableau a card may be placed on another if they have the same suit and consecutive rank (Ace follows King, King follows Ace). On a pile you may change direction as many times as you want.

An emptied tableau place can only be filled with a deal!

On the foundations you must build suit families of 13 cards. Cards can be played here one by one. A foundation started with a Queen must be built in ascending order (Ace follows King), Jack based foundations in descending order (King follows Ace). Empty foundations can only be started with the indicated cards.

There's a special rule: you may place cards from a foundation to its 'engaged' one.

**Keyboard**

| | |
|---|---|
| TAB, SHIFT+TAB | To move among stock, tableau and foundation piles. |
| LEFT, RIGHT ARROWS | To move in a row of the tableau or within the foundations. |
| UP, DOWN ARROWS | To move in a column of the foundations. |

**Scoring**

Every deal costs you $104. $2 is awarded for every card placed on a foundation pile (so the Hearts pair is worth $4). Possible winnings: $104.

# Gargantua (Double Klondike)

Double deck version of the so popular Klondike. Requires more luck than skill but still a nice game.

**Playing area**

1. Stock.
   Its top card is free to play.

2. Wastepile.
   The visible top card can be played.

3. Tableau.
   After the deal contains nine cards in the first row, eight in the second and so on. The ninth row only has one card. Each row partially covers the previous one. The rightmost card of each row is dealt face up, all the others face down.

4. Foundations.
   Eight foundations. Each one starts empty.

**Object of the game**

To place all 104 cards on the foundation piles.

**Rules**

The visible card of the stock can be played to the foundations or to the tableau. If it does not fit, place it to the wastepile.

On the tableau you can build columns in descending order in alternating colors.

You mustn't place cards on an Ace. A column can be moved only together. You may place the free card of a column to the foundations.

If a tableau pile is emptied it can be filled with a King or with a column started with a King.

All foundation piles must be started with an Ace. On these piles you have to build eight ascending groups of the same suit.

**Redealing**

The first time when the stock is exhausted you're allowed to re-use the wastepile as a new stock (without shuffling).

**Keyboard**

| | |
|---|---|
| TAB, SHIFT+TAB | To move among the stock/wastepile, tableau and foundations. |
| LEFT, RIGHT ARROWS | To move among the seven columns of the tableau or within the foundations. |
| UP, DOWN ARROWS | To move in one column of the tableau (to select its first card). |

**Scoring**

Every deal costs $104. The Bank pays $2 for every card placed on a foundation pile. Possible earnings: $104.

# Golgotha

Has a nice layout, but you'll need to concentrate if you want to solve it. (I made some adjustments to the rules because I couldn't exactly understand the original ones)

## Playing area

1. Stock.
   Its top card can be played after it has been flipped.

2. Wastepile.
   Top card is playable.

3. Tableau.
   Contains three rows. The top row has one card, the middle row three cards and the bottom row five cards.

4. Foundations.
   Eight foundations. Before the deal an Ace and a two of each suit is placed here.

## Object of the game

To place all 104 cards onto the foundations.

## Rules

The top card of the stock can be played to the tableau or to the foundations. If it does not fit place it to the wastepile.

On the bottom row of the tableau you can build groups descending by two ignoring the suit. The visible cards of the piles can be used to place on the foundations.

If a place is emptied in a row of the tableau it frees the card above it. Then you may place the free card to an empty bottom row place or to a foundation pile. Bottom row spaces can be filled with other cards in the bottom row or with cards of the stock or the wastepile.

You can fill top and middle row spaces only with stock and wastepile cards.

On the foundation piles you must build eight groups of 13 cards in alternating colors and in order ascending by two. Ace follows Queen, two follows King.

## Keyboard

| TAB, SHIFT+TAB | To move among stock/wastepile, tableau and foundations. |
| LEFT, RIGHT ARROWS | To move in a row of the tableau or within the foundations. |
| UP, DOWN ARROWS | To move in a column of the foundations. |

## Scoring

Every deal costs $104. The Bank pays $2 for every card placed on a foundation pile (including the Aces and twos dealt at the beginning). Possible earnings: $104.

# Hemispheres

A beautiful, special game. Nowadays it is my personal favorite. Not as complicated as it looks. Quite easy to solve.

**Playing area**

1. Stock.
   Its top card can be flipped and played.

2. Wastepile.
   Its visible top card is playable.

3. Tableau.
   Divides into northern and southern hemispheres. Both have six holding places. After the deal the tableau contains 12 cards.

4. Foundations.
   Eight foundations forming a cross. The four black Kings and the four red Aces are placed here before the deal.

5. Core.
   Contains one Ace of Clubs and Spades and one King of Diamonds and Hearts.

**Rules**

The top card of the stock can be played to the tableau or to the foundations. If it does not fit place it to the wastepile.

The basic rule of the game: you are allowed to use only red cards from the northern hemisphere and only black cards from the southern hemisphere to build groups on the tableau or on the foundations. But you may exchange a black card of the northern hemisphere with a red card of the southern one anytime.

On the tableau you may build groups of the same suit. On the northern hemisphere piles in descending order (Diamond or Hearts), on the southern hemisphere piles in ascending order (Clubs or Spades).

An empty place on the tableau can be filled from the stock pile, if it's exhausted, from the wastepile, if that is empty too, from any other tableau pile.

On the black foundations you must build four descending groups of 13 cards in the same suit. On the red foundations four ascending groups in the same suit. The four cards of the core are the final ones. You can use them when all the other cards are played to the foundations.

**Keyboard**

| | |
|---|---|
| TAB, SHIFT+TAB | To move among stock/wastepile, tableau and foundations/core. |
| LEFT, RIGHT ARROWS | To move in a row of the tableau or the foundations. |
| UP, DOWN ARROWS | To move in a column of the tableau or the foundations. |

**Exchanging a pair of cards**

Drag the first card (as described in the Moving cards section) above the other, then release it. If the pair is OK cards will be exchanged.

**Scoring**

Every game you start costs $104. Every card placed to the foundations is worth $2 (including the Aces and Kings dealt at the beginning). Possible winnings: $104.

# Registration

Solitaire Package One is shareware. You're free to use it for a 30-day evaluation period. If you decide to keep it, please register! With any problem please contact me at: kurta@hotmail.com

**"What is Shareware?"**

A program indicated as shareware is a program you may copy or distribute freely without modifications, but you're allowed to use it at no charge only for a trial period. This means you may try these programs before you buy them. If you just do not like a program you can simply forget (and delete!) it. You must pay the registration fee if you continue to use the product after the evaluation period.

Shareware works only with your support. Paying the registration fee let us programmers to work on newer, better products.

**"Why should I register?"**

The games included in Solitaire Package One are not crippled in any way, all functions work properly just like in the registered versions. But if you register this game pack that annoying reminder dialog disappears, you get a code that enables you to use the programs as registered copies displaying your name.

**"How much does it cost?"**

All ten games' registration cost is **only US$15**. (If you don't register all the games, every single solitaire costs **US$2**) Postage is also **US$2**. So you can get 10 games for US$1.70 each (6 games for US$2.33 each, one for US$4, etc.). I think that's a fair offer. If you include your E-mail address in your registration there're no postage costs. If you send cash please cover it.

**"How can I register?"**

**Method 1** (Preferred registering through setSystems):

This method is easier and faster. See the <u>details</u>.

You can still e-mail directly to me if you'd like to tell me something, for example if you'd like to be notified of new releases.

**Method 2** (Less preferred. Send payment directly to me):

Print the from that comes with the package (<u>ORDER.TXT</u>) or the <u>Order form</u> topic of this help file, then fill it out and send it to me with the required payment. I prefer cash, but I can now handle checks drawn in US funds. Make them payable to me (see the address below). (If you do not have a printer you can copy the form to a sheet by hand.)

**"What do I do with the code I have received?"**

In the *Register* dialog (*Game* menu, *Register* item) type the name you wrote in the order form into the *Name* edit field (case sensitive), then copy the 16-digit hex code into the *Code* edit field. Then press the *OK* button. That's quite a long process for ten games. Sorry about that.

Your registration codes are valid for only that name you specified in your order.

Please don't distribute the registered version. If you make copies of this game to your friends, please first unregister the program (*Game* menu, *Unregister* item), so the unregistered version can be copied. After the process you can re-register Solitaire Package One.

**Kertes Gábor**
**Kölcsey ltp. 1/711**
**Szekszárd**

**H-7100**
**Hungary**

For more information visit [http://members.tripod.com/~kurta/SolpackReg.html](http://members.tripod.com/~kurta/SolpackReg.html).

# Order through setSystems

setSystems accepts several different payment methods. All payments made to setSystems must be made in U.S. Dollars drawn from U.S. banks. Payments made to setSystems with a credit card will appear on your statement based on your bank's payment cycle and will appear on your statement as originating from setSystems.

**Order methods**

1. On the Internet: https://www.setsystems.com/cgi-bin/buy-1solpack

   You can order with a Visa, MasterCard, American Express, or Discover card over the World Wide Web using a secured form. All information sent this way is encrypted using SSL technology for your protection. This is the fastest way to order. You will know within two minutes whether the order was approved.

2. Telephone

   U.S. (toll-free): **+1-888-201-7131**

   International: **+1-801-943-7848**

   The toll-free phone line is open from 11:00 a.m. to 9:00 p.m. (Eastern time), Monday through Saturday. Outside of those hours, you may leave a message and an customer service representative will contact you the next business day. If you are calling from North America, leave your name and a phone number, and your call will be returned. If you are calling from outside of North America, leave your name and E-Mail address, and someone will respond by e-mail to your message.

   Please have all information requested by the registration form available so that we may expedite your order. See the registration form below. Orders placed by phone may take up to one business day to be processed.

3. FAX: **+1-801-942-3396**

   When ordering by FAX, please provide the information requested on the order form. Orders placed by FAX may take up to one business day to be processed.

4. E-mail: sales@setsystems.com

   When ordering by e-mail, please provide the information requested on the order form. Orders placed by e-mail may take up to one business day to be processed.

   If you are familiar with PGP, you may encrypt and send your credit card order to us using our PGP Public Key. We will then decrypt the order and process it manually. If you prefer to order via e-mail, this is the method that we recommend. Our PGP Public Key is shown below.

   -----BEGIN PGP PUBLIC KEY BLOCK-----

   Version: 2.6.2

   mQCNAzP7oK0AAAEEAMptpLWI7AhaZXI80SihnLkSnboaFlB/a2gyfAgIrCI6w5qr
   AftV4Om5/2TJYGKUXEiYzjyhSf6VcPbrqc+F+FWQpyqBxpZXdETIUmxM3HBGpD3W
   YnJwjE6Z5jQAKWZp3DKLglPM/fhPGGPVZZerRL28pTeiHKw396Mzx62ZjzR5AAUR
   tCVzZXRTeXN0ZW1zIDxrZXltYXN0ZXJAc2V0c3lzdGVtcy5jb20+
   =aG44

   -----END PGP PUBLIC KEY BLOCK-----

5. Postal Ordering

   Orders sent via postal delivery should be sent to the P.O. Box of setSystems. Please

include the complete payment in the form of a personal check, money order, or cashier's check. Do not send cash. Payments made by personal check will be held until the check clears. Payments made with money orders or cashier's checks will be immediately fulfilled.

When ordering by mail, please provide the information requested on the <u>order form</u>.

**setSystems**
**P.O. Box 386**
**Sandy, UT 84091-0386**

# Order form for phone, fax, e-mail and mail orders

This form is form registration method 1 only!

If your printer cannot print this form, please use the file PURCHASE.TXT.

Your Name:

Registration Name (will appear on the About dialog):

Billing Address (the address your credit card bill is sent to)

    Street:

    City:

    State:

    Zipcode:

    Country:

Mailing Address (if different than billing address)

    Street:

    City:

    State:

    Zipcode:

    Country:

Home Phone Number:

Work Phone Number:

E-mail Address:

Credit Card Information

    Type (Visa, Mastercard, American Express, Discover)

    Account Number:

    Expiration Date:

Software to Order

    Title: Solitaire Package One

        All ten games ¨ for US$15 or

        Agnes ¨, Canfield ¨, Engagements ¨, Fourteens ¨,

        Gargantua ¨, Golgotha ¨, Hemispheres ¨, Penguin ¨,

        Pyramid Building ¨, Sir Tommy ¨ each for US$2

    Quantity:

    Additional US$2 for postage if no E-mail Address given

    Total Dollar Amount:

If FAXed or e-mailed, please include the following language (and sign if FAXed):

I authorize setSystems(TM) to bill my credit card and agree to pay the total amount according to card issuer agreement.

_____  _____

Signature                    Date

# Memory game

**Memory game for Windows 3.1** and **Memory game 95** are the most colorful card pair picking games known (by me). They have the following features:

- Four different card sets.
- Four (+1) table sizes.
- Three game types. One of those is completely new.
- Two player modes.
- Best results keeping.

- Windows 95 specific stuff.

**"Where to find them?"**

You can surely find the latest version of the Memory games on my shareware site. The URLs:

http://members.tripod.com/~kurta/memo.html
http://members.tripod.com/~kurta/memo95.html

Please try them, and then register. Register one, get **both**! The registration fee is only **US$10** + US$2 for postage. Now you can register on-line at:

http://members.tripod.com/~kurta/MemoReg.html

# ¡Hola!

No, no recomiendo la versión española del Solitaire Package One. Porque no hay tal cosa. No habrá tampoco.

Si Usted vive en un país hispanohablante y ordena el programa mío, me agradecería si me enviara una tarjeta de su ciudad o pueblo junto al formulario. Este no es un orden pero me alegraría si yo pudiera leer unas palabras de origen nativo.

# Magyar változat

Ha a Pasziánsz csomag angol nyelvű változatát kívánja megrendelni, akkor a <u>regisztrációt</u> leíró részben foglaltak vonatkoznak Önre is.

A következők **csak Magyarország területén** érvényesek.

**Magyar nyelvű játék**

**Ne küldjön készpénzt!** Belföldi postautalványon küldje el részemre a megfelelő összeget (10 játék megrendelése esetén **1000 Ft**, más esetekben játékonként **130 Ft**.). A postaköltség további **150 Ft**. Az utalvány közlemény részében tüntesse fel a megrendelni kívánt játékok nevét, vagy a "Pasziánsz csomag I." feliratot és egy csillagot (*).

Az utánvéttel való postázásra irányuló kéréseket nem áll módomban teljesíteni.

**Kertes Gábor**
**Szekszárd**
**Kölcsey ltp. 1/711**
**7100**

# Solitaire Package One Registration Form

This form is form registration method 2 only!

If your printer cannot print this form, please use the file ORDER.TXT.

Name:

Registration name: _____

(This will be used to create the codes, and this will appear on the About dialog after registration (Can be the same as Name))

Mailing address:



E-Mail Address:

Where did you get SP1:


Suggestions:

_____

Check if you'd like to be notified of new releases by e-mail: ¨

**ORDERING INFO**

Yes I would like to register (check the boxes):

**All ten games**             ¨ for US$15


**If not all ten games:**

Agnes                     ¨ for US$2

Canfield                  ¨ for US$2

Engagements               ¨ for US$2

Fourteens                 ¨ for US$2

Gargantua                 ¨ for US$2

Golgotha                  ¨ for US$2

Hemispheres               ¨ for US$2

Penguin                   ¨ for US$2

Pyramid Building          ¨ for US$2

Sir Tommy                 ¨ for US$2


If you do not have an E-Mail address: + US$2 postage
_____

Total:          US$_____

Payment method:    Cash    ··
            Money order    ··
                Check    ··

_____

**Send this order form with the required cash, money order or check (and make the money order or check payable) to:**

Kertes Gábor
Kölcsey ltp. 1/711
Szekszárd
H-7100
Hungary