Carlton Card Game for Windows

Help is available on the following topics

    Introduction

    Menu commands
    Playing the game
    Rules
    Variants
    Options

    Registration

Menu Commands

The menu contains the following command structure

Game
New
Undo
Options
Exit

Deal

Help
Help
Register
About Carlton

You may select a main menu by clicking on its title with a mouse or typing <ALT> plus the underlined letter of the topics title. Then select the required sub menu command by mouse clicking or using the underlined letter key.

New command

Restarts the game by gathering all the cards from the table, shuffling the deck and re-dealing a new game.

Deal command

Deals eight new cards to the tableau, one on the end of each column of cards.

There is no sub-menu for this command.

Undo command

Reverses the last move made by the player.

Options command

Calls up a dialog box to select

      Variants
      Outline Drag
      Visual Hints
      Save as defaults

Exit command

Ends the program.

The same result is created by selecting Close from the System Menu.

Help command

Executes the Windows Help Engine and loads the help file CARLTON.HLP

About Carlton command

Displays a dialog box containing

    Copyright information
    Version data
    Registration status

Variants

The Carlton program provides a total of three patience games, each with similar layout and rules of play.
The Variants are called

Carlton
Miss Milligan
Giant

Select the Variant you wish to have described.

For general information common to each game see Rules

Outline Drag option

When moving the cards around the playing area you may select to either draw the full stack of cards or an outline only.

Drawing Outlines is much faster.

When using outline drawing if the stack of cards being dragged passes over another stack on which they may be played then the stack will invert to provide a visual cue.

Visual Hints option

When selected you may use the right hand mouse button to determine if a card or sequence of cards in a column of the tableau will play.

Click on a card in a column with the right hand mouse button.

If that card or any packed sequence on top of the card will play then both it and its destination will flip into inverse video for a moment.

Warning   This hint process will only display the first location that it finds to play the card or sequence. This may not be the only possible play or the most desirable play. That is for the player to decide.

Save as Defaults option

When checked, this option causes your selections to be recorded in the <u>CARLTON.INI</u> file for future use. The next time you start the game it will use these recorded settings.

Without this option all changes to the options remain in force only until you close the program.

Rules

The game of Carlton is a two pack patience game.

It is laid out in two areas

1. Eight Building Piles at the top of the playing area.
2. A tableau of eight columns of cards at the bottom of the area.

The object of the game is to found all eight aces as and when they appear and to build them upward in suit to the King.

The tableau may be used to pack cards ready for transfer to the building piles. The tableau is packed in descending sequence and alternating colour.

Cards may be moved singly or in correctly stacked sequences

When play is exhausted select the Deal command from the menu to add new cards from the deck to the tableau.

The rules for filling a space in the tableau vary from variant to variant.

There are three Variants of the game all included in the one program, each has slightly differing rules.

see also

Playing the Game

The mechanics of playing Carlton is designed to be as alike to Solitaire (supplied with Windows) as possible. The following mouse actions are valid.

Click and drag any upturned card or correctly packed sequence from its location. Release the mouse button to drop the card on its destination. If the move is not valid then the card will return to their start location.

You may double click the mouse on a single card to transfer it to the Build Piles.

Click with the right mouse button on a card to see if it will play (see Visual Hints option)

When play is exhausted select the Deal command from the menu to add new cards from the deck to the tableau.

see also

Rules

Shareware

A marketing/distribution concept which permits the user to try a piece of software before making a purchase. The software may be used for a limited period of time for evaluation.

Use after the evaluation period requires <u>Registration</u> with the Author.

Registration rewards the author for his efforts and encourages further work.

Registration

This product is distributed as Shareware.

You may try the software for a period of 30 days. If you wish to continue to use it after this period then you must register with the author.

To register send five pounds sterling (or equivalent in readily convertible currency or money order) to

Mr. Philip B. Cook,
5, Carpenter Close,
Yarm,
Cleveland,
UK. TS15 9UT.

I may also be contacted via telephone on

| International | **+44 642 782001** |
| UK | **0642 782001** |

see also
   Order Form
   Entering Registration Information

Carlton Order Form

[   ] I wish to register my copy of Carlton. I enclose the registration fee of FIVE Pounds Sterling (£5). Cheques should be payable to **P.B. Cook** and be drawable on a United Kingdom Bank.

[   ] Please supply the latest version of **Carlton**. I enclose a blank formatted disk plus return postage and packaging for my location.

Name   _____

Address   _____

                                 _____

                                 _____

Tel Number   _____

Carlton Version Number

   as reported by Help/About   _____ and

   CARLTON.EXE date/time stamp   _____

Signed   _____

Please help my investigation into distribution channels by also supplying the following information.

I got my Shareware copy of Carlton from (please delete as appropriate)

     Vendor / Friend / Bulletin Board / Magazine Cover Disk / Me / Other (please specify)

     Name of Source   _____

Please send the completed order form to

Mr. Philip B. Cook,
5, Carpenter Close,
Yarm,
Cleveland,
UK. TS15 9UT.

Entering Registration Information

You may enter your registration information by selecting the **Register** command from the Help menu.

Your registration is recorded in the CARLTON.INI file. Please do not interfere with the registration information in the INI file. Should the file become corrupted you should delete the file and re-enter the information provided on your Registration Certificate.

Carlton variant

The game is dealt in a triangular array of eight columns.

A vacancy in the <u>tableau</u> may be filled by any card or packed sequence.

Cards on the <u>Build Piles</u> may not be returned to play.

see also

<u>Rules</u>

Miss Milligan variant

The game is dealt as a single card atop eight columns in the <u>tableau</u>.

A vacancy in the <u>tableau</u> may only be filled by a King or a <u>packed</u> sequence headed by a King.

Cards on the <u>Build Piles</u> may not be returned to play.

When the deck is exhausted, an extra playing stack is available to park single cards or packed sequences to help you continue the game. You may not <u>pack</u> extra cards on this stack.

see also

<u>Rules</u>

Giant variant

The game is dealt as a single card atop eight columns in the <u>tableau</u>.

A vacancy in the <u>tableau</u> may be filled by any card or <u>packed</u> sequence.

Cards on the <u>Build Piles</u> may be returned to the tableau at need.

see also

<u>Rules</u>

INI file settings

The Carlton program stores all its default settings in the file CARLTON.INI in the WINDOWS directory. The following settings are documented.

[Carlton]
Variant=n   specifies the default variant game to be played (0-2)
DragMode=n   specifies the drawing mode for cards when being dragged
                   0 = draw full card.
                   1 = draw outline only
Hints=n   specifies the <u>visual hints</u> option
                   0 = off
                   1 = on
UserName=   the name of the user (when registered)
Reg.ID=   an encrypted code to confirm registration
DeckOffset=n   sets the vertical displacement of cards on the <u>tableau</u>.
                   The default value is 15.
Background= $bbggrr where
                   bb is a hex number (00-FF) indicating Blue Intensity
                   gg is a hex number (00-FF) indicating Green Intensity
                   rr is a hex number (00-FF) indicating Red Intensity
                   don't forget the $ on the front.
                   This sets the desired <u>background colour</u> of the playing area. The program will select
                   the nearest colour supported on your display.
                   The default colour is green ($008800) on colour displays and White ($FFFFFF) on
                   B&W displays.

Background Colour

The background colour of the display area may be adjusted by including a command in the CARLTON.INI file. Any change of colour will only come into effect after restarting the game.

You should use the Notepad accessory program or other simple text editor to insert the necessary commands.

Introduction

The Carlton Card Game is a two pack patience game described by David Pelter in his book 'The Penguin Book of Patience'. Carlton is one of a family of related games with slightly varying rules and layouts. The principle variants described in the book have all been implemented in this program.

The program is written using Turbo Pascal for Windows from Borland (an excellent language product which I can thoroughly recommend).

see also

<u>Requirements</u>

Requirements

An IBM PC AT or compatible.
Microsoft Windows V3.0 or above
A mouse.

The program has been tested running under Microsoft Windows V3.0 and V3.1 using hardware varying from an 8Mhz Tandon AT to an IBM 386DX Portable on a range of display adaptors.

The program will run in Real, Standard or 386 Enhanced modes.

The program is designed around a VGA screen resolution or better and is not as easy to play on adaptors with a vertical resolution lower than around 400, since some of the columns of cards go off the bottom of the screen if they get very long. As a 'fix' you can compress the length of the columns by placing the line

DeckOffset=n   where n is a positive integer)

in the [CARLTON] section of the CARLTON.INI file. This sets the vertical displacement of the cards to n scan lines of the adaptor. The default value is 15.

Tableau

An arrangement of cards on the playing area, usually consisting of several columns of overlapping cards, whose distinguishing feature is the fact that <u>packing</u> takes place on the exposed cards of the columns.

Packing

To place cards on top of one another (overlapping) in a temporary part of the layout called the <u>tableau</u>, in accordance with the rules specifying a sequence which is usually the reverse of that required for <u>building</u> the suites.

Building

The object of most patiences is to build piles of cards in sequence.

Building is the act of adding cards to such a sequence.

Build Piles

The piles of cards on which <u>building</u> takes place.