Hardwood Solitaire II

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Hey, now you don't think we put it in the same place did ya?! That would be like "DEJA VU" ! ;)

What is Hardwood Solitaire?

Hardwood Solitaire II is a beautiful rendition of six popular solitaire games; **Freecell**, **Fourteen Out**, **Four Seasons**, **Kondike**, **Golf** & **Pyramid**.

HWS II can be played in 256 or higher video modes.   Even though it looks great in 256 colors, its elegant beauty is unlocked in **True Color**.

A scroll will display your best times for each game, give you clues and tips too. You may even find a few hidden features along the way!

How to play Hardwood Solitaire II.

You can play all   six different solitaire games in Hardwood Solitaire II; **Freecell**, **Fourteen Out**, **Four Seasons**, **Klondike**, **Golf** & **Pyramid**.

Each game has two difficulty levels.   Choose Squire for an easier game or Knight for a real challenge. In most cases Squire will allow for an unlimited undo, where as Knight will only let you do one.

You can **Replay** any game you like by pressing F12 or by double clicking on a game in the **Best Times Scroll** .

 If you are a speed player, we have quick **Keys** for you.   Also, if you right click on a card, the card   will move to the foundation if it's able.

To play the MIDI music, either check it in the game options, or click on the note icon in the quick menu.   You may play any MIDI files you which by simply copying them into the directory that Hardwood Solitaire II is installed.

How to play in True Color!

Hardwood Solitaire II is one of the few games that takes advantage of True Color, which will allow you to see your game in 16 MILLION COLORS.

That's over 65,000 times more colors than 256 color games!

So here's how you do it!

1   Click here to view Display properties.

2   In the Color Palette list, select a High or True Color mode.

Note:

Your monitor and display adapter determine the maximum number of colors that can appear on your screen.   So if you have a older video card, you might not be able to play in True Color mode, but it's likely that you will have a card that will at least display in 256 (The minimum requirement for Hardwood Solitaire.)

Ordering Hardwood Solitaire II

Don't settle for a slice, go for the whole cake & eat it too!   Klondike it's just the beginning of your journey through hours of endless fun.

Order Hardwood Solitaire II now to set foot on your beautiful journey playing the all time favorite solitaire games, Pyramid, Freecell, Four Seasons, Fourteen Out, Klondike, and Golf in vivid color.   You not only get the great games, you get awesome graphics too!

All SIX games have been especially chosen to give you a variety of the best solitaire games ever.   Limitless fun awaits!   Just remember to get some sleep now and then!!!

Hardwood Solitaire II only costs $24.95 U.S. Dollars!   Yes, you read it right only $24.95 for all SIX quality games.   Be the envy of your neighborhood or office! Get HWS II today!!!

Click here to <u>Order the coolest Solitaire game ever</u>!

You can order hardwood Solitaire by mail, fax, or voice.   You can check out our Website for current product information.

WWW.SILVERCRK.COM

To order by Voice (12-7pm Pacific Time) or FAX   call 541-474-3353.
If you are going to mail your form in, send it to:

> Hardwood Solitaire II
> C/O Silver Creek Entertainment
> P.O. Box 1251
> Grants Pass, OR   97526

Checks must be drawn in US Dollars.
Make checks payable to "Silver Creek Entertainment."
Your activation code should show up in a few days.

Klondike

Place any Aces you receive from the hand on one of the four foundations in the upper right hand corner.   Once you place an Ace   on a foundation, you can place a 2, 3, 4, etc. of the same suit there too.

The Tableau is built up, from cards you receive from the Hand, by stacking them in descending order, alternating between red cards and black cards.

The object is to place all of the cards onto the foundations.

Squires

One card is dealt from the hand at a time

You may go through the deck as many times as you like

You may place a card from the foundation back on the tableau

You have unlimited undo

Knights

Three cards are dealt form the hand at a time

You may   only go through the deck three times

You have one level of undo

Card Values

Pyramid

Make a match with any open card on the pyramid or the Talon by dragging one card onto another card so that their values add up to 13. If you can't make a match, pull another card from the Hand. When you clear all the cards from the pyramid, you win.

Squires

You may go through the deck twice
You have unlimited undo

Knights

You may only go through the deck once
You have one level of undo

Card Values

Golf

   Match the card in the Talon with a card that has a value of   one higher or one lower than the one from the Tableau.   If you cannot make a match, pull another card from the Hand.   When you place all the cards into the Talon you win!

Squires
   You have unlimited undo

Knights
   You may not play a Queen or an Ace on a King
   You may not play a King on an Ace
   You have one level of undo

Card Values

Freecell

Okay if you've played Klondike, Freecell follows the same basic rules.   The object of Freecell is to clear the Tableau by placing all of the cards onto the foundations.

To do so, place any open Aces you find in the Tableau on one of the four foundations in the upper right hand corner.   Once you place an Ace on a foundation, you can follow it up with a two of the same suit and so on.   Only open cards in the Tableau   or free cells are available to be used to build on your foundations.

The Tableau is built of cards in descending order and alternating suits.   So, if you have a Jack of Diamonds, you can place a 10 of clubs or spades on top of it.

Four "Freecells "to the left of the foundations are available for placing cards of any value or suit there temporarily, but only one card can be placed in a free cell at any one time.   The cards in free cells, like the open cards in the Tableau, are available to be used to build your foundations.

Squires

You may move entire stacks of sorted cards
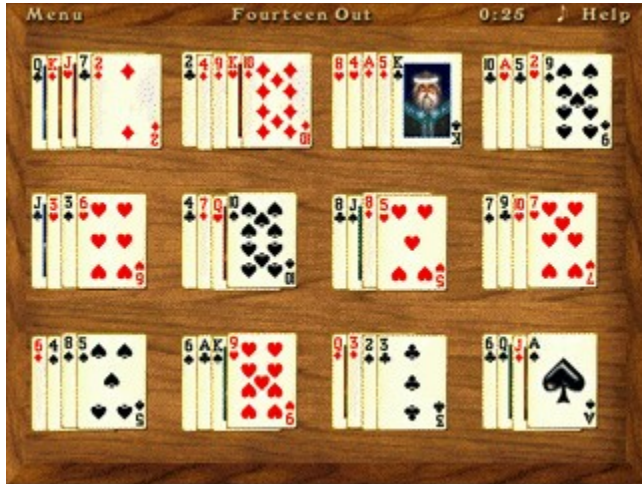You have unlimited undo

Knights

You may only move one card at a time
You have one level of undo

Card Values

Fourteen Out

Make a match with any open card on the Talon by dragging one card onto another card so that their values add up to 14. When you clear all the cards from the board, you win.

Squires

You have unlimited undo

Knights

You have one level of undo

Card Values

Just loop back around to the other end of the values. King to Ace or Ace to King

Four Seasons

Four Seasons, also know as Corner Card or Vanishing Cross, has some neat elements. Basically, you build up the Foundations (the corners) in ascending order same suit, round the corner.

The Tableau consists of the cards between the Foundations. The Tableau acts as a storage area and can be built upon. The Tableau cards are built in descending order, any suit, & round the corner. It can be challenging at first keeping different orders straight.

After the cards are dealt out, you'll notice that there is a card already placed in the upper left Foundation, this card forms the basis for the other three Foundations. In other words, if that first corner card is a Jack, the other Foundation cards must be started as Jacks as well.

When you've built up all the Foundations and cleared the cards from the Tableau, Talon and Hand, you've won!

Squires

You may go through the deck twice
You may place a card from the foundation back on the tableau
You have unlimited undo

Knights

You may   only go through the deck once
You have one level of undo

Card Values

Talon:
A pile where cards from the **Hand** are placed.

OPEN CARD:
A card that does not have another card placed on top of it.

Hand:
Remaining cards in the deck after all of the cards have been dealt to the Tableau.   This is where you draw cards from.

Tableau

In Freecell, the entire deck is dealt out into the tableau; four columns of seven cards and four columns of six cards.

Tableau

Arrangement of the cards on the table.

About Hardwood Solitaire

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Whew!

Questions regarding Hardwood Solitaire II should be sent to:
HWSOL@ SILVERCRK.COM

TRY OUR WEB SITE AT:
WWW.SILVERCRK.COM

The numbered cards hold their face value. The Jack, Queen & King have values of 11,12 & 13 respectively.

The Ace has a value of 1.

Secret Codes

You think we're going to tell you..<BIG GRIN>

KEYS

Hardwood Solitaire II has quick keys for some functions:

1-8 are the card backs

F1	**HELP**	**F4**	**Truecolor Faces**
F2	**MENU**	**F8**	**Best Times**
F3	**256 color Faces**	**F12**	**Replay/Get Game Number**

TAB   Redeal   **Backspace   Undo**

"+" or "-" to adjust the card animation speed

Best Times Scroll

The Best Times Scroll will appear every time you win a game, and if your time is faster than the Best times, you get to put in your name!   The scroll has the five best times for each game.

If you would like to <u>Replay</u> one of the games in the Best Times Scroll, just double click on the game listed.

Only the game you are currently playing will be displayed, to see the best times for the other games, click on the up or down arrows in the scroll or you can press the up or down arrow keys on you keyboard.

REPLAY

Each time you deal a new game, you can find its particular Game Number by pressing F12. This allows you to REPLAY games you've played in the past or games that someone would like you to play.   The Game Number dialog box will show you the current game number, and will also allow you to type in another game number to play.

For instance, if you have an older game you would like a friend to play and see if they could get a better time, you can press F12 and type in that game's number and PRESTO! This is neat because you can try to beat each other's time and this way nobody can say that it was just luck of the deal!

Another way to replay or challenge, is to double click on a game in the **Best Times Scroll** This is handy if you don't remember the Game Number off hand, and it's pretty convenient to get to, just click on the timer at the top of the table.

Credits

Game Design
Silver Creek Entertainment ®

Artwork
Jonas Stewart

Programming
Dan Edwards

Music Composition
Clint Cole

Production Manager
Rich Stewart

Testers
Shauna "Roo" Chambers
Diana Freitas
Jeanne Kengla
David Lee
Alan Magill
Melba Smith
Suzanne Stewart
Stuart Troy
Thanks, we couldn't do it without you! !

Great Big Thanks To

Our Fans!

Friends and relatives

Mr. K

Barkley, Gwen & B.Kitty

El Lopo the Pine Monkey!

Beaker

Protect the planet, It's the only one we have!

Foundation

Place your cards on the foundation to win the game. Start out your foundation with Aces, one for each space.   To build on the Aces, place a card of the same suit & the next in rank until you've used up all of the cards and the foundation is full.   A two goes on an Ace, a three on a two, etc.

Foundation

Place your cards on the foundation to win the game.   Place a card that is of the same rank as the upper left hand card.   Build on the that card by placing a card of the same suit & the next up in rank until all cards are used up and the foundation is complete.

Freecells
Freecells are "holding areas" for cards.   If you need to put cards aside, you can place them here.

Tableau

In Kondike, the tableau dealt out in seven columns starting with one card in the first column and ending with 7 in the last column.

This card is delt face up and determines the base card for the foundations.

Tableau

The tableau can be built opon by placing a card that is next lower in rank on top of a card in the tableau.   Shift your cards around in the tableau so you can place them onto the foundation.