King's Corners

A game of Solitaire

Version 2.1

Copyright 1993

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Installation

King's Corners comes complete with its own setup program (KCSETUP.EXE) on a single installation diskette. To install the program and its associated files, use the following procedure.

Insert the diskette into a diskette drive.

Insure **Microsoft Windows** version 3.1 or above is running.

From *File Manager*, click on the diskette drive icon in which the installation diskette resides, and the contents of the installation diskette will be displayed. Then either click on **KCSETUP.EXE** within the diskette drive directory display or click on the *File/Run* menu items and type in **D:KCSETUP** (note D: should be the actual drive ID of the installation diskette) to begin the installation.

If you prefer to install King's Corners from within *Program Manager,* click on the *File/Run* menu items and type in **D:KCSETUP** (note D: should be the actual drive ID of the installation diskette) to begin the installation.

After loading itself from the diskette (this takes a while), **KCSETUP** will display what it hopes to do. Next, **KCSETUP** verifies the new and existing directories into which files will be added. You will also be asked for your registration ID. Upon successful completion, **KCSETUP** will add a new King's Corners program group unless one is already present (you are re-installing the system).

KCSETUP will add KINGCORN.INI to your **Windows** directory; and if not already present on your system, VBRUN300.DLL will be added to your **Windows System** directory.

While in the Setup Options screen, you may change the **Windows** and **System** directories to **any existing** directory. You may also change the **application** (King's Corners files) directory to either an existing or non-existent directory.

If at some time in the future, you need to change the King's Corners directories, just use **Windows** or **DOS** file commands to move the files where you want them. If a sound card is added at a later date and the sound file needs to be added, copy the file KINGCORN.WAV from the installation diskette.

If any of the King's Corners files are moved from their original locations, be sure to update the KINGCORN.INI file with the new locations.

Menus

Game

New Game......   Quits the current game and starts a new one.

Suits...............   Randomly places four different suits in the Kings' squares. Whenever you play a King, it must match the suit in the square. When **SUITS** is enabled, the menu item changes to **NO SUITS**

Undo...............   During **Normal Play**, clicking *UNDO* will remove the most recently played card from the playing board and return it to the draw pile giving you a chance to play that card in a different space. Note that you've already seen the next card to be played, so you gain a small advantage (almost cheating) when you use *UNDO*.

During **Discard Mode**, clicking *UNDO* will remove the first discard currently sitting on the left discard square or the last pair discarded. If you have discarded a ten, *UNDO* will not work.

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Exit.................   Ends the game and returns you to Microsoft Windows

Sound

Sound on.......   Enables interesting sounds during the game such as the deck of cards being shuffled, cards being played, etc. A sound card (such as the SoundBlaster) is required for this option to work.

Sound off.......   Disables interesting sounds during the game. The standard Windows warning   beep will still be audible in situations requiring attention.

Help   Invoke *Windows Help* for King's Corners.

How to Play the Game

The object of the game is to place all face cards around the perimeter of the playing board. The playing board consists of sixteen squares, four squares per row. Kings, Queens, and Jacks must be placed in particular squares as shown below. The suit of the face cards does not matter unless you have enabled the **SUITS** option.
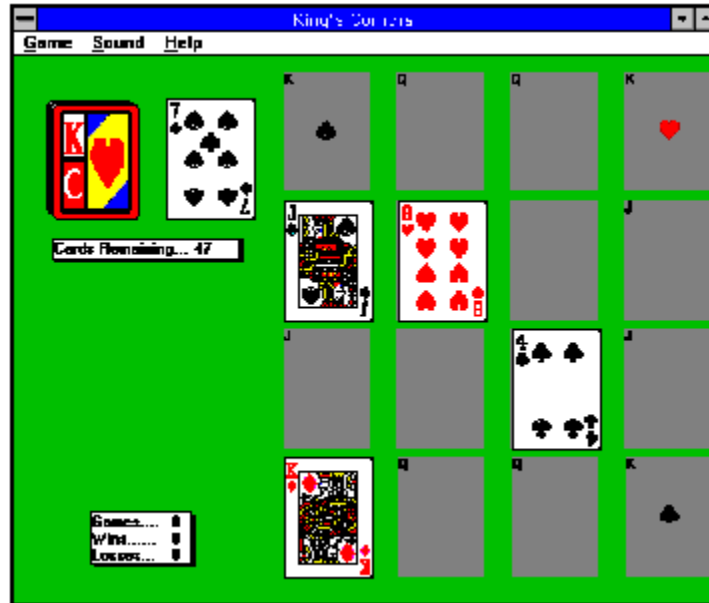

To begin the game, click on the **Draw Pile** and the first card will be dealt face up immediately to the right of the draw pile. Press and hold down the left mouse button and drag the newly dealt card to one of the sixteen squares on the playing board. Drop the card on the desired square by releasing the mouse button. (Note that you may also just click on the desired square rather than dragging and dropping. Either way works fine). Non face cards (aces through tens) may be placed on any square. Jacks through Kings must be placed as shown in the above grid. The program will beep and remove any face cards dropped in the wrong place; you must then place the card on a correct square.

If the four middle spaces of the playing board are occupied, you must place cards in a space reserved for a face card (Jack, Queen, or King). In this case, place the card in an empty space of the face card with the most open spaces. For example if three Jacks, three Kings and one Queen are currently showing on the playing board and the middle four squares are used, place your card on an empty Queen space because if you block the empty Jack or King spaces and a Jack or King is dealt next, you lose the game immediately. By using the empty Queen's space for your card, you still have two open spaces available for Queens as well as the open spaces for one more Jack and one more King.

If you accidentally put one of your cards in the wrong square, you can UNDO the most recent play by clicking on the **GAME** menu item and clicking **UNDO**.

After all sixteen squares have been filled, ***Discard Mode*** begins. This is your chance to potentially regain free spaces from non-face cards. Discards must be made in pairs with the sum of each pair totaling exactly ten (10). The exception to this rule is the ten card itself; the ten of any suit must be discarded singly, and not as part of a pair. Each card's face value is used in computing the sum of the pair. Note that Aces count as one (1). For best results, discard cards from the playing board's perimeter before discarding them from the middle spaces. You always want to leave open as many spaces as possible for Jacks, Queens, and Kings.

The Discard process is as follows. Click on the first card of the pair to be discarded; this card will be removed from the playing board and appear in the left discard space found on the lower left side of the screen. Next, click on the second card of the pair to be discarded. If the sum of the two cards is equal to ten, the discards will disappear from the discard space and the playing board. If the sum of the pair is not equal to ten, both cards will be placed back on the playing board and you will be notified of an illegal discard attempt. Repeat the process until all possible pairs of ten are removed. (Remember that tens must be removed by themselves.) When there are no more pairs of ten, click on the **Done with Discards** button. Normal game play will resume at this point. If you make a mistake in discarding, click on the **GAME** menu item and then click **UNDO** to reverse the most recent single or pair of discards.
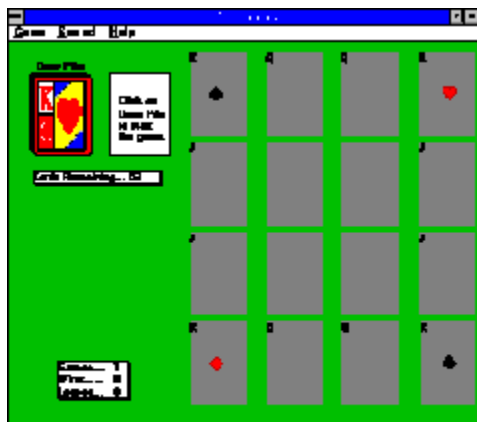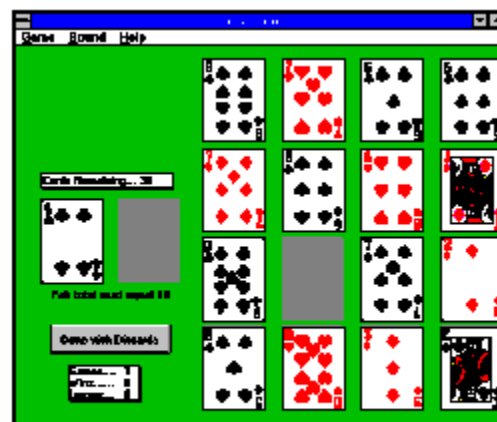
Starting the Game   **Discard Mode**

Winning and Losing

Playing and discarding proceeds until one of several things happens.

- **-** The outside perimeter is filled with Jacks, Queens, and Kings. **YOU WIN!**
- **-** A face card is dealt, and there is no empty space for it. **YOU LOSE!**
- **-** The board is full, you start discard mode, and there are no discards. **YOU LOSE!**
- **-** You can't stand losing any more, so you click **EXIT.**

If you get really disgusted at continually losing and wonder what happens when you win, here's how to get a look at what a winner sees. This *is* cheating by the way.

- **-** Click **HELP**.
- **-** When the drop down menu appears, click **ABOUT**.
- **-** After you've read the important information, press and hold down the **SHIFT** key.
- **-** While still pressing the **SHIFT** key, click **OK.**

Now a new game will automatically be started. Play as usual, but you **will** win... and quickly!

Technical Information

King's Corners was written in Microsoft Visual Basic using direct calls to **Windows** API routines where appropriate for speed and less drain on system resources. This program requires version 3.1 or higher of **Microsoft Windows**. In order to run King's Corners, the following files are required:

VBRUN300.DLL   Should be in your **WINDOWS System** directory. This run-time library file is provided by Microsoft and is distributed by publishers of Visual Basic programs. If you already have a copy of this file, use the most recent version.

KINGCORN.EXE   The King's Corners program itself. Make sure that your program properties point to the directory where this file is located.

KINGCORN.INI   This file tells the King's Corners program where the following files are located.. This **INI** file should be located in your **WINDOWS** directory.

KINGCORN.WAV   This file contains the digitized sounds used by King's Corners. A sound card such as a SoundBlaster is required. The location of this file should be specified in the **KINGCORN.INI** file. This program utilizes the standard Microsoft Multimedia Control Interface for audio wave form.

KINGCORN.RLE   This file contains the bit map of the playing card images used in the game. The location of this file should be specified in **KINGCORN.INI**.

KINGCORN.HLP   This is for **WINDOWS HELP .** The location of this file should be specified in the **KINGCORN.INI** file.

Initialization (INI) Parameters

The **KINGCORN.INI** file should be located in your *WINDOWS* directory. It provides startup information for the program. If the **INI** file is not found, or the parameter wanted is not found, sounds may not work and maybe the program won't run depending on what files cannot be found. If the **KINGCORN.INI** file is **not** found, the program will search all directories in the DOS **PATH** statement (found in your **AUTOEXEC.BAT** file) for its files. The format of **INI** entries follows:

```
[KINGCORN]
HelpPath=C:\yourpath                   ; Default is your Windows directory
Sound=0                                ; 0 = no sound card, 1 = sound card
Suits=0                                ; 0 = suits disabled, 1 = suits enabled
SoundPath=C:\yourpath                  ; Default is your Windows directory
BitMap=C:\yourpath                     ; Default is your Windows directory
```

When you change the Sound or Suits options during game play, the INI file is automatically updated.

King's Corners Registration

If you like this game, please fill out the form below and send cash, check, or money order in the amount of $10.00. For $12.00 we'll send you the most recent version of the product. Send your payment to:

Financial Systems Associates, Inc.
148 N. Washington St.
Delaware, Ohio 43015

In exchange for your ten dollars, we will send you directions for removing the annoying request for product registration .

Name _____

Address _____

City _____ State _____ Zip _____

Where did you get your copy of King's Corners?

_____

Your comments please... _____

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