

# ***Rhode Island Soft Systems***

## **Contents**

Welcome to **Frog Solitaire** from Rhode Island Soft Systems, Inc.!

Frog is a challenging and enjoyable solitaire card game played with two standard decks of playing cards. Frog is one of the few solitaire games that is almost entirely a matter of skill, you make your own destiny by shrewdness shown in placing the cards. For complete game rules, strategy tips, and information on how to receive more unique and enthralling card games, click on one of the following keywords:

[Rules For Playing This Game](#)

[Strategy Tips For This Game](#)

[How To Use This Software](#) (menu options and software features explained)

[Receiving Additional Card Games](#)

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# Rules For Playing This Game

## The Layout

Thirteen cards are dealt and placed in the reserve area located to the left of the waste piles. If the reserve cards contain any aces they are automatically placed into the foundation.

The foundation is made up of the eight aces. They are placed in a single row at the top of the screen above the waste piles.

There are five waste piles located below the foundation and to the right of the reserve.

## The Object of the Game

The object is to place all the cards from the reserve and waste piles into the foundations in incremental order beginning with aces.

## Valid Moves

The aces are placed into the foundation as they are made available from the hand.

Cards from the hand are turned up one at a time. If the card cannot be played onto the foundations, it is placed in any one of the five waste piles. As many or as few cards may be put in one waste pile. Placement of the cards into the waste piles is very important (refer to Strategy Tips for more information).

Build upon the foundations in incrementing order (i.e. three on two, two on an Ace, etc.) regardless of suit.

Reserve cards should be played on the foundations as soon as they are available for play. Reserve cards cannot be played on the waste piles.

## Winning the Game

The game is won when all cards have been moved up to the foundations and the eight foundations have all been built from Aces up to Kings.

[Click here for strategy tips](#)

## **Strategy Tips For This Game**

# How To Use This Software

## Menu Options

Most features are accessed through the "File..." menu.

- \* The "New" menu option causes a new game to be started and the cards to be shuffled and dealt.
- \* The "Undo" menu option allows the player to take back and change a move.
- \* The "Options" menu item allows the player to customize the game environment, such as the animation speed and color schemes. Note that selecting the fastest animation speed effectively disables animation, which is useful for improving performance on slower machines.
- \* The "Quit" menu option ends the current game, but leaves the software running so that a new game can be played.

## Moving Cards

There are several ways to move cards in this game. Most players use a combination of techniques -- please feel free to use those features that seem most comfortable.

Drag and Drop. This game supports visual dragging and dropping of cards. Just click on a card and while holding the left mouse button, drag the card to where it should be placed, then let go. If the move is valid, the card will be dropped into that area.

Double Clicking. Double clicking upon a waste pile, hand, or reserve card will automatically send the card up to the appropriate foundation if there is a foundation move to be made with that card. When a game is not active, double clicking anywhere on the background causes a new game to be dealt.

## Receiving Additional Card Games

Rhode Island Soft Systems, Inc. is a developer of many acclaimed software products including games, utilities, screen savers, applications, TrueType fonts, multimedia CD-ROM titles, and more. Please contact Rhode Island Soft Systems, Inc. for more information on our other products.

Rhode Island Soft Systems, Inc. continues to develop new and exciting card games such as solitaire games, casino games, Bridge style games, multi-player games, and more.

The **RISS Solitaire 5-Pak** includes these fine single-player games:

- \* **King Albert**
- \* **Frog**
- \* **Golf**
- \* **The Vanishing Cross**
- \* **Klondike**

The **RISS Solitaire 8-Pak** includes all five games above, plus these bonus games:

- \* **Pyramid**
- \* **Friday the 13th**
- \* **Canfield**

These are high quality, interesting, and enthralling games that provide a nice balance -- they're all very different and provide a range of challenge (some are easier, some are more difficult).

These games are available in either the **RISS Solitaire 5-Pak** (\$19.95) or the **RISS Solitaire 8-Pak** (special bonus price: \$29.95). Please add \$5.00 S&H to all orders.

Phone orders can be placed by calling toll-free 1-800-959-RISS to order the RISS Solitaire Pak directly from Rhode Island Soft Systems, Inc. Checks and money orders can be mailed to Rhode Island Soft Systems, Inc. at P.O. Box 748, Woonsocket, RI 02895-0784.

## **Contacting Rhode Island Soft Systems, Inc.**

If you need to contact us, please do not hesitate to use whichever method is most convenient for you. We look forward to serving you!

**U.S. Mail:** Rhode Island Soft Systems  
P.O. Box 748  
Woonsocket, RI 02895-0784

**Telephone:** 1-401-767-3106  
**Fax:** 1-401-767-3108

**CompuServe:** GO RISS, Section/Lib 5. Or private e-mail to 72662,463.

**Internet:** 72662.463@compuserve.com

**World Wide Web:** <http://www.RISoftSystems.com>

The reserve consists of the thirteen cards. The reserve area is located to the left of the waste piles and below the foundations. Cards in the reserve should be moved onto cards in the foundations as soon as they are made available for play. They cannot be played into the waste piles.

The foundations consists of the eight areas at the top of the screen. Cards are placed on the foundation in incrementing numerical order starting with Aces.



The hand consist of the remaining cards once the layout has been dealt.

There are five waste piles located below the foundations. The waste pile contains cards that are unplayable on the foundations at the time. As many or as few cards may be put in one waste pile. The top cards in the waste piles are always available for play onto the foundations.



