

Flags

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Rules

1. Flags is played with either one or two full packs of cards.
2. The cards are shuffled and dealt in six depots of six cards each for a one pack game or in eight depots of eight cards each for a two pack game. The remaining cards form the stock pile.
3. All aces may be taken to form foundations which are built in suit.
4. Cards or sequences in suit from the depots may be played either to the foundations, or to the depots in providing that the top card of the sequence carried is in descending order irrespective of suit.
5. A card may be taken from the stock pile at any time and placed on the first depot whether or not it in sequence.
6. When a depot is empty it may be filled with any card or sequence of cards.
7. The patience is won when all cards are built on the foundations.

Playing Instructions

To pick up a card, hold down the left mouse button while the pointer is on the card. To pick up a sequence hold the mouse button over the top card of the sequence. Only sequences in suit may be moved.

To pick up the longest available sequence from any depot use the right mouse button.

To drop the card or sequence place the cursor over the required depot or foundation and release the mouse button.

If you attempt an illegal move the computer will inform you and return the card to its last position.

An undo function is included on the Cards menu.

Menu Commands

The **File** Menu

Start One Pack Game

Start Two Pack Game

Load

Save

The **Cards** Menu

Undo

Replay

Build

See Pile

Show Scores

File|Start One Pack Game

You are given the opportunity to save the current game before a one pack game is dealt.

File|Start Two Pack Game

You are given the opportunity to save the current game before a two pack game is dealt.

File|Load...

You are given the opportunity to save the current game before a previously saved game is loaded from disk.

File|Save...

The current game may be saved on disk to be continued later. Choose the required directory using the normal windows techniques, and type a name in the filename box.

Cards|Undo

Choose Cards|Undo to step backwards through the game. Each move that has not previously been undone is recorded.

Cards|Replay

This redeals the game you are currently playing.

Cards|Build

This builds any playable cards onto the foundations.

Cards|See Pile...

This shows the contents of any depot. Use the Pile list to choose the required depot. If there are more cards than can be seen at once then the scroll bar may be used to view other cards. Choose OK to return to the game.

Cards|Show Scores...

This shows the number of games that have been played, won and a percentage success rate. Pressing the "Reset Scores" button will set the number of games back to zero. Choose OK to return to the game.

Registration

This game is shareware, to register please send £5.00 sterling to:

Mrs E I Dimbleby
47a Union Street
Greenock
Scotland
PA16 8DN

Advantages of registration are:

1. Notice of further products.
2. Any registered user may send the details of any patience they particularly enjoy and I will have a go at writing it.

Shareware

Shareware is try before you buy software. Any moneys you may have paid other than to E I Dimbleby do not go to the author but to the distributor. Please register if you find yourself playing the game regularly.