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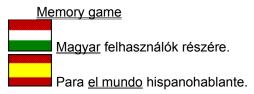
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Para el mundo hispanohablante.

Many thanks to Stephen Murphy.

Introduction

Every copy of Windows includes a Klondike solitaire. That game is perhaps the most known and the most popular solitaire of all. Do you think sometimes it would be nice to try other games? Or you already have other solitaire programs, but the quality of those just can't match the Klondike game? Or you'd like the game to keep trace of your results?

This Solitaire Package is made for you. I have tried to include in it everything and the best of everything.

The Solitaire Package One contains 6 one deck and 4 two deck solitaires. There's one of almost all kinds of solitaires in the package.

If you're satisfied with the game please <u>register</u> the collection.

Important: Runs correctly under Windows95! Tested with different color schemes, resolutions, large and small fonts (also with run-time changes), etc.

How to play

The object of most solitaires is to build up some foundation piles according to certain rules. Every single game has its own detailed list of rules. It can be found at the game's topic together with scoring information (because scoring is different game by game). In the next paragraphs there's some general info about using Solitaire Package One.

Starting a new game

At the beginning of the game type in your name (nick name, etc.) in the appearing dialog box or select yours from the list! At the startup the name of the last-played person appears in the edit field. This name is important because of the personally stored statistics. If you want to show the games to your friends use the name Guest or the button *Play as Guest*!

After the "login" there's a plain playing field, here you can still change your mind.

Dealing

Solitaire Package One Has 1000000000 pre-defined hands. These are numbered 0 to 999999999 and are always the same. The result of any deal is that a full deck appears on the screen and the statistics change.

There're four ways to Deal. In the *Game* menu you find the following four items. *Deal full random hand:* The deck is randomly shuffled (pressing F2 results the same). *Deal random hand:* The deck is randomly selected from the 1000000000 pre-shuffled decks. (pressing F3 results the same). *Select hand:* You can select a hand from the pre-defined ones. The menu item *Deal same hand* can be used if you think that a hand might be solved with a different strategy. It redeals the last hand.

Important: only the games dealt with one of the two random deals modify the statistics. Guess why.

Undoing

Undoing is hardly restricted in the game. At most the last move, discard, etc. can be undone, and only if no unseen card appeared as a result of the move. For example no undo is available after dealing or flipping a face down card. The *Undo* item in the *Game* menu is grayed if there is no move to undo. On the keyboard press ALT together with BACKSPACE.

In the unregistered version before every undoing a dialog box appears and reminds you to the 30 day evaluation period.

Clearing statistics

If you feel that your average will never rise above $-10, so you'd like to make a clean sweep, choose the menu item *Clear statistics*. Of course you're allowed to do this anytime.

Changing, Adding, Deleting players

In the *Options* pop-up you find the *New player* and *Remove player* items. The first one can be used to create a new player or to switch to a different but existing player. The second one to remove players that will not compete anymore.

How to handle the cards

The games in the Solitaire Package One can be played with mouse (1.) and also with **keyboard** (2.). It's an unusual thing in the shareware world, but I think it is necessary. Details on how to use the keys can be found at every game's topic. Here're some general moving skills.

Moving cards

1. Point to a single face up card or a head card of a face up column (built in right order) you want to move. After pressing the left mouse button drag the card(s) to a new location, then release the left button.

   Double clicking on a free card sends it to the first foundation pile that matches the building rules (when available).

2. Use the TAB and ARROW keys to select a card, then press SPACE to pick it up. (Cards in hand are a bit dislocated) After moving the cards press SPACE again to place them. You can return any "dragged" cards to their original position by pressing ESC.

   There's no special key to move cards to foundations.

Flipping a face down card

1. Click on a face down card.

2. After selecting the card, press SPACE.

Dealing from the stock

1. Click on the top card of the stock. That results in creating the tableau, dealing cards to the reserves or wastepile etc.

2. Press SPACE on the stock.

Redealing

1. When the stock is exhausted and the marker under it shows a green O, redealing is possible. Sometimes there's only one redeal, sometime infinite redealing is allowed. If the marker shows a red X there's no redeal. Click on the mark to move those re-playable cards to the stock.

2. Move to the place of the stock. Then use the SPACE key.

Information

1. You can receive information about every part of the playing field (i.e. the window's client). In the dialog box appear the name of the playing area you clicked on (e.g. stock, wastepiles etc.), a short description, important rules, the number of cards in the pile, and a button called *Cards*.

   To pop up this dialog box click the right mouse button on the area you'd like to know more about.

2. Press the ENTER key.

Options

In the *Options* menu you find the following (you can adjust switches during the game with the keys F5, F6, F7, F8):

Changing the card back design

Selecting *Card back*, you can choose between six card back designs. Click on the preferred one then on the OK button or simply double-click. Using keys: with the TAB (thicker border) then select with RIGHT and LEFT ARROWS followed by ENTER.

Statistics (switch)

You may decide if you want to see the statistics during the game or not. Scores change even if this switch is off but changes are only visible if the switch is on.

See also: Statistics

Messages (switch)

If the program thinks that a move you did does not accords with the rules, the moved cards return to their anterior position. If messages are on, an *Illegal move* dialog appears. It can be a bit frustrating after a while, so I recommend you to disable messages if you know all the rules and turn this switch on only if a problem occurs.

Automatic (switch)

First of all: automatic play is not for solving the deal. Many new solitaire games have this feature in some form. Some games prohibit the re-use of cards played to the foundations. You wouldn't want the auto-player to throw all the cards out when it is possible, would you. The algorithm moves only those cards that you won't need for further play. Auto play always stops if it can't decide! These stops do not mean that no moves are left to play. If you don't like this spiritual hand, you can still enable it, when all cards are visible and in the right order. (I do not recommend you to use automatic play during games of Engagements)

Some games not include this option. Then this switch is always off.

Animation (switch)

If this switch is on the following moves are animated: dealing, repositioning a card after an illegal move, and automatic moves.

Statistics

I know from experience that good statistics storing attracts players just like neat handling or awesome graphics.

What include statistics

1. Number of games played

2. Number of games you won. (You might win some money without solving the game. But here "won" means: a game totally solved.)

3. Total amount of money won. (Might be negative!)

4. Longest winning, losing streaks and current streak.

5. Winnings in the current game.

6. Averages, local specialities etc.

The "Session"

Every time you run a solitaire from the package minor statistics begin to keep track your results of that time. If the computer or the player has a bad day these stats show it.

Playing as *Guest* only the Session statistics change. Therefore the results of the *Guest* player won't be saved. A game dealt with *Redeal same hand* only modifies the actual game's scores.

Top 5

Selecting *Top 5* from the *Game* menu displays the *Best winnings* dialog box. It shows the 5 players that have won the most money ever in the current solitaire.

Agnes

Agnes is a version of Klondike. More exciting, requires more skill and provides more opportunities to decide.

Playing area

1. Tableau.
   After the deal contains seven cards in the first row, six in the second and so on. The seventh row only includes one card. Every card is dealt face up and partially covers the row above it.

2. Reserves.
   Seven piles at the top of the window.

3. Foundations.
   Four foundations. At the beginning a card is dealt to the first foundation pile. This is the base (the high card).

Object of the game

To place all 52 cards on the foundations.

Rules

You can build columns in descending order and in alternating colors (Red, Black, Red etc.). Due to the not fixed base King follows Ace.

On the tableau you mustn't place cards to a base card. A built column can be moved only together. (If there's a **dealt** card covering a dealt base card on the tableau you may split those. Also you may place the free card of a column to the foundations.)

When a tableau pile is emptied it can be filled with a card that has a rank one less than the base rank or with a column started with a card described above. (King has the rank one less than Ace has)

You can only deal cards to the reserves (seven at a time). Any card dealt to these piles fully covers the ones that were already in the reserves. All free cards can be played to the foundations or to the tableau.

On the foundations you must build four ascending suit stacks. You can place one card at a time to these piles. An empty place is indicated with the base value.

Keyboard

TAB, SHIFT+TAB	To move among tableau piles foundations and reserves.
LEFT, RIGHT ARROWS	To move within the tableau, foundations or reserves.
UP, DOWN ARROWS	To move in one column of the tableau (to select the first card of a column you want to move).

Scoring

Every deal costs you $52. the Bank pays $3 for every single card you place on the foundations (including the base denominator). Possible amount of winnings: $104.

Fourteens

A member of 'addition type' patiences. Does not have foundations.

Playing area

1. Tableau.
   Contains five columns and five rows.

2. Discard.
   The place of the discarded pairs.

Object of the game

Discard all 52 cards from the tableau.

Rules

You may discard card pairs from the tableau if the sum of their ranks is 14, and they are in the same row or the same column. (Jack equals 11, Queen 12 and King 13)

Empty places may be filled with cards from the stock.

Redealing

If there're no more cards in the stock pile, you can redeal as many times as you want. The redeal process is a bit complicated. The spaces of the tableau in top to bottom, left to right order are filled with cards of the tableau in bottom to top, right to left order. So the most top left empty place will be filled with the most bottom right card.

Removing a pair of cards

Drag the first card (as described in the Moving cards section) above the other, then release it. If the pair is OK it will be discarded.

Keyboard

TAB, SHIFT+TAB	To move among stock, tableau and wastepile.
LEFT, RIGHT ARROWS	To move within a row of the tableau.
UP, DOWN ARROWS	To move within a column of the tableau.

Scoring

Every deal costs you $52. The Bank pays $2 for discarded cards. For the first redeal you must pay $5, the second costs $10 and so on. Possible earnings: $52.

Sir Tommy

This is an interesting, not too hard game. Lifts your self esteem.

Playing area

1. Stock.
   Its top card is playable

2. Wastepiles.
   Empty at the beginning. A card moved here half covers the previous ones.

3. Foundation.
   All four foundations start empty.

Object of the game

Place all 52 cards on the foundations.

Rules

The top card of the stock can be played to a foundation (if the sequence is right) or to any of the four wastepiles.

There're no conditions, all cards may be moved to those four columns. But cards placed on the wastepiles are only allowed to move to the foundations not to other wastepiles.

On the foundations you must build four ascending groups ignoring suits. Every pile must be started with an Ace.

Keyboard

TAB, SHIFT+TAB	To move among stock, tableau and foundation piles.
LEFT, RIGHT ARROWS	To move among the four wastepiles or in one row of the foundations.
UP, DOWN ARROWS	To move in one column of the foundations.

Scoring

A deal costs $52. Every card placed on the foundations is worth $2. Possible winnings: $52.

Pyramid Building

Pyramid is a popular form of patiences. I think this is the best one of the pyramid games, gives many opportunities to choose.

Playing area

1. Stock.
   You can flip its top card, and play it.

2. Wastepile.
   Top card is available to play.

3. Tableau.
   First seven cars are laid in a row. These form the base of the pyramid.

Object of the game

To complete the pyramid using the less possible number of cards.

Rules

The top card is playable onto the tableau. If there're no possible moves place it to the wastepile (face up).

You can place a card onto the tableau (from the stock or the wastepile) if there are two free cards in one row beside each other and:

· All three cards have the same rank.
· All three cards have the same suit.
· The placed card has the same rank as one of the free cards, and the same suit as the other one.
· The three cards are in consecutive rank. (For example: 9, 10, Jack)
· Any of the three cards is an Ace!

If you place a card onto the tableau it cannot be moved.

Keyboard

TAB, SHIFT+TAB	To move among stock and tableau.
LEFT, RIGHT ARROWS	To move within the tableau, among the places where you can place a card.

Scoring

Every deal costs you $52. The bank pays $1 for each card laid at the first row (those are laid out automatically), $2 for the cards at the second row, and so on. The one card at the seventh is worth $7. You receive the money only when you finish a row! Every card left in the stock when the pyramid is built is worth $1. So the maximum amount of money you can win is $56.

Penguin

This is a game that has all 52 cards visible (and face up) after the deal. Thinking and tactics are the keys.

Playing area

1. Tableau.
   After the deal seven row of seven cards make up the tableau. Each row partially covers the previous ones. The top left card is named: the Bill. This one determines the base of the foundations.

2. Reserves.
   Seven places, each one reserved to hold one card at a time.

3. Foundations.
   Four foundations. <u>During the deal process</u> the base ranked cards are automatically placed here.

Object of the game

To place all 52 cards onto the foundations.

Rules

You can build descending columns of the same suit on the tableau. Due to the alternate base rank King follows Ace.

On the tableau you must not place any card to a base card. A column may be split when its free card can be placed to a foundation or a reserve pile, or when a card was dealt to a base card and they are in the right order. In other cases a built column only may be moved all together.

If a place on the tableau is empty, you may fill it with a card that has a rank one less than the base rank, or a right ordered column that starts with a card described above. (King is 'one less' than Ace)

Every reserve can hold one card at a time. Cards of the tableau may be placed here. Reserved cards can be played to foundations or back to the tableau.

You must build four ascending piles of 13 cards of the same suit on the foundations. Ace follows King (except if the base rank is Ace).

Keyboard

TAB, SHIFT+TAB	To move among tableau, foundations and reserves.
LEFT, RIGHT ARROWS	To move within the columns of the tableau, the reserves or the foundations.
UP, DOWN ARROWS	To move in one column of the tableau (to select the first card of a column you want to move).

Scoring

A deal costs $52. $2 is awarded for any card played to the foundations (including the three automatically placed cards). Possible winnings: $52.

Canfield

Almost impossible to win (your chances are approximately 1:15), yet one of the most popular games. (Also known as Demon.)

Playing area

1. Wastepile.
   The stock turns three cards at a time to the wastepile (or less if there're less than three cards in the stock pile). The top card is available to play.

2. Tableau.
   Initially each one of the four tableau piles receives one face up card. During the game cards can be played onto these four.

3. Reserve.
   At the beginning contains 12 cards dealt face down and one card dealt face up. I bet you'll like this pile.

4. Foundations.
   There're four of these. One card is dealt to the first foundation to determine the starting rank.

Object of the game

To build up the four foundation piles.

Rules

You can build columns in descending order and in alternating colors (Red, Black, Red etc.). Due to the not fixed base King follows Ace.

On the tableau you mustn't place cards to a base card. A column can be moved only together. You may place the free card of a column to the foundations.

If a tableau place is emptied it can be filled with a reserved card. When the reserve is empty cards from the wastepile might be played there. In this case the game is almost won.

When you play a card from the reserve turn up the next one.

On the foundations you have to build four ascending sequences by suit. You can play a single card here, which has the same suit and one higher rank than the card on the foundation. Ace follows King. The three empty foundations you must start with cards with the indicated rank.

Redealing

If the stock is exhausted, you can turn down the wastepile and use it as a new stock (without shuffling). Your only chance to win is to use this facility the best way.

Keyboard

TAB, SHIFT+TAB	To move among the stock/wastepile, the tableau, the reserve and the foundations.
LEFT, RIGHT ARROWS	To move within the tableau among the four columns or to move within the foundations.
UP, DOWN ARROWS	To move card to card within a column of the tableau. (To move a single card or the complete pile)

Scoring

Every game you start costs you $52. The bank pays $5 for each card played to a foundation. The one placed automatically to the first foundation is also worth $5, so the prize available is $208.

Engagements

This is a game constructed by me. Similar looking to Polyandry but totally different rules. Really hard to solve, with an exciting final period.

Playing area

1. Tableau.
   After each deal two rows of eight cards cover the cards of the tableau.

2. Foundations.
   Eight foundations. Six of them start empty. Queen and Jack of Hearts placed here before the first deal.

Object of the game

To place all 104 cards on the foundations.

Rules

In this game you can move single cards only. On the tableau a card may be placed on another if they have the same suit and consecutive rank (Ace follows King, King follows Ace). On a pile you may change direction as many times as you want.

An emptied tableau place can only be filled with a deal!

On the foundations you must build suit families of 13 cards. Cards can be played here one by one. A foundation started with a Queen must be built in ascending order (Ace follows King), Jack based foundations in descending order (King follows Ace). Empty foundations can only be started with the indicated cards.

There's a special rule: you may place cards from a foundation to its 'engaged' one.

Keyboard

TAB, SHIFT+TAB	To move among stock, tableau and foundation piles.
LEFT, RIGHT ARROWS	To move in a row of the tableau or within the foundations.
UP, DOWN ARROWS	To move in a column of the foundations.

Scoring

Every deal costs you $104. $2 is awarded for every card placed on a foundation pile (so the Hearts pair is worth $4). Possible winnings: $104.

Gargantua (Double Klondike)

Double deck version of the so popular Klondike. Requires more luck than skill but still a nice game.

Playing area

1. Stock.
   Its top card is free to play.

2. Wastepile.
   The visible top card can be played.

3. Tableau.
   After the deal contains nine cards in the first row, eight in the second and so on. The ninth row only has one card. Each row partially covers the previous one. The rightmost card of each row is dealt face up, all the others face down.

4. Foundations.
   Eight foundations. Each one starts empty.

Object of the game

To place all 104 cards on the foundation piles.

Rules

The visible card of the stock can be played to the foundations or to the tableau. If it does not fit to neither, place it to the wastepile.

On the tableau you can build columns in descending order in alternating colors.

You mustn't place cards on an Ace. A column can be moved only together. You may place the free card of a column to the foundations.

If a tableau pile is emptied it can be filled with a King or with a column started with a King.

All foundation piles must be started with an Ace. On these piles you have to build eight ascending groups of the same suit.

Redealing

The first time when the stock is exhausted you're allowed to re-use the wastepile as a new stock (without shuffling).

Keyboard

TAB, SHIFT+TAB	To move among the stock/wastepile, tableau and foundations.
LEFT, RIGHT ARROWS	To move among the seven columns of the tableau or within the foundations.
UP, DOWN ARROWS	To move in one column of the tableau (to select its first card).

Scoring

Every deal costs $104. The Bank pays $2 for every card placed on a foundation pile. Possible earnings: $104.

Golgotha

Has a nice layout, but you'll need to concentrate if you want to solve it. (I made some adjustments to the rules because I couldn't exactly understand the original ones)

Playing area

1. Stock.
   Its top card can be played after it has been flipped.

2. Wastepile.
   Top card is playable.

3. Tableau.
   Contains three rows. The top row has one card, the middle row three cards and the bottom row five cards.

4. Foundations.
   Eight foundations. Before the deal an Ace and a two of each suit is placed here.

Object of the game

To place all 104 cards onto the foundations.

Rules

The top card of the stock can be played to the tableau or to the foundations. If it does not fit place it to the wastepile.

On the bottom row of the tableau you can build groups descending by two ignoring the suit. The visible cards of the piles can be used to place on the foundations.

If a place is emptied in a row of the tableau it frees the card above it. Then you may place the free card to an empty bottom row place or to a foundation pile. Bottom row spaces can be filled with other cards in the bottom row or with cards of the stock or the wastepile.

You can fill top and middle row spaces only with stock and wastepile cards.

On the foundation piles you must build eight groups of 13 cards in alternating colors and in order ascending by two. Ace follows Queen, two follows King.

Keyboard

TAB, SHIFT+TAB	To move among stock/wastepile, tableau and foundations.
LEFT, RIGHT ARROWS	To move in a row of the tableau or within the foundations.
UP, DOWN ARROWS	To move in a column of the foundations.

Scoring

Every deal costs $104. The Bank pays $2 for every card placed on a foundation pile (including the Aces and twos dealt at the beginning). Possible earnings: $104.

Hemispheres

A beautiful, special game. Nowadays it is my personal favorite. Not as complicated as it looks. Quite easy to solve.

Playing area

1. Stock.
   Its top card can be flipped and played.

2. Wastepile.
   Its visible top card is playable.

3. Tableau.
   Divides into northern and southern hemispheres. Both have six holding places. After the deal the tableau contains 12 cards.

4. Foundations.
   Eight foundations forming a cross. The four black Kings and the four red Aces are placed here before the deal.

5. Core.
   Contains one Ace of Clubs and Spades and one King of Diamonds and Hearts.

Rules

The top card of the stock can be played to the tableau or to the foundations. If it does not fit place it to the wastepile.

The basic rule of the game: you are allowed to use only red cards from the northern hemisphere and only black cards from the southern hemisphere to build groups on the tableau or on the foundations. But you may exchange a black card of the northern hemisphere with a red card of the southern one anytime.

On the tableau you may build groups of the same suit. On the northern hemisphere piles in descending order (Diamond or Hearts), on the southern hemisphere piles in ascending order (Clubs or Spades).

An empty place on the tableau can be filled from the stock pile, if it's exhausted, from the wastepile, if that is empty too, from any other tableau pile.

On the black foundations you must build four descending groups of 13 cards in the same suit. On the red foundations four ascending groups in the same suit. The four cards of the core are the final ones. You can use them when all the other cards are played to the foundations.

Keyboard

TAB, SHIFT+TAB	To move among stock/wastepile, tableau and foundations/core.
LEFT, RIGHT ARROWS	To move in a row of the tableau or the foundations.
UP, DOWN ARROWS	To move in a column of the tableau or the foundations.

Exchanging a pair of cards

Drag the first card (as described in the Moving cards section) above the other, then release it. If the pair is OK cards will be exchanged.

Scoring

Every game you start costs $104. Every card placed to the foundations is worth $2 (including the Aces and Kings dealt at the beginning). Possible winnings: $104.

Registration

Solitaire Package One is shareware. You're free to use it for a 30-day evaluation period. If you decide to keep it, please register! With any problem please contact me at: kurta@hotmail.com

"What is Shareware?"

A program indicated as shareware is a program you may copy or distribute freely without modifications, but you're allowed to use it at no charge only for a trial period. This means you may try these programs before you buy them. If you just do not like a program you can simply forget (and delete!) it. You must pay the registration fee if you continue to use the product after the evaluation period.

Shareware works only with your support. Paying the registration fee let us programmers to work on newer, better products.

"Why should I register?"

The games included in Solitaire Package One are not crippled in any way, all functions work properly just like in the registered versions. But if you register this game pack that annoying reminder dialog disappears, you get a code that enables you to use the programs as registered copies displaying your name.

"How much does it cost?"

All ten games' registration cost is **only US$15**. (If you don't register all the games, every single solitaire costs **$2**) Postage is also **$2**. So you can get 10 games for $1.70 each (6 games for $2.33 each, one for $4, etc.). I think that's a fair offer. If you include your E-mail address in your registration there're no postage costs. Please cover your cash.

"How can I register?"

Print the from that comes with the package (ORDER.TXT) or the Order form topic of this help file, then fill it out and send it to me with the required payment. No checks and no other currencies please, this is Hungary you know!. (If you do not have a printer you can copy the form to a sheet by hand.)

"What do I do with the code I have received?"

In the *Register* dialog (*Game* menu, *Register* item) type the name you wrote in the order form into the *Name* edit field (case sensitive), then copy the 16 digit hex code into the *Code* edit field. Then press the OK button. That's quite a long process for ten games. Sorry for that.

Your registration codes are good for only that name you specified in your order.

Please don't distribute the registered version. If you make copies of this game to your friends, please first unregister the program (*Game* menu, *Unregister* item), so the unregistered version can be copied. After the process you can re-register Solitaire Package One.

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Memory game

Memory game for Windows 3.1 and **Memory game 95** are the most colorful card pair picking games known (by me). They have the following features:

- Four different card sets.
- Four (+1) table sizes.
- Three game types. One of those is completely new.
- Two player modes.
- Best results keeping.

- Windows 95 specific stuff.

"Where to find them?"

Look for these files where you found Solitaire Package One. You can surely find Memory game on WinSite and on its mirrors. The URLs:

ftp://ftp.winsite.com/pub/pc/win3/games/memo.zip
ftp://ftp.winsite.com/pub/pc/win95/games/memo95.zip
http://www.winsite.com/info/pc/win3/games/memo.zip
http://www.winsite.com/info/pc/win95/games/memo95.zip

Please try them, and then register. Register one, get **both**! The registration fee is only **US$8** + $2 for postage.

¡Hola!

No, no recomiendo la versión española del Solitaire Package One. Porque no hay tal cosa. No habrá tampoco.

Si Usted vive en un país hispanohablante y ordena el programa mío, me agradecería si me enviara una tarjeta de su ciudad o pueblo junto al formulario. Este no es un órden pero me alegraría si yo pudiera leer unas palabras de origen nativo.

Magyar változat

Ha a Pasziánsz csomag angol nyelvű változatát kívánja megrendelni, akkor a regisztrációt leíró részben foglaltak vonatkoznak Önre is.

A következők **csak Magyarország területén** érvényesek.

Magyar nyelvű játék

Ne küldjön készpénzt! Belföldi postautalványon küldje el részemre a megfelelő összeget (10 játék megrendelése esetén **900 Ft**, más esetekben játékonként **120 Ft**.). A postaköltség további **100 Ft**. Az utalvány közlemény részében tüntesse fel a megrendelni kívánt játékok nevét, vagy a "Pasziánsz csomag I." feliratot és egy csillagot (*).

Az utánvéttel való postázásra irányuló kéréseket nem áll módomban teljesíteni.

Kertes Gábor
Szekszárd
Kölcsey ltp. 1/711
7100

Fontos: Tesztelve Windows95-tel, megfelelően működik.

Solitaire Package One Registration Form

If your printer cannot print this form, please use the file ORDER.TXT.

Name:

Registration name: _____

(This will be used to create the codes, and this will appear on the About dialog after registration (Can be the same as Name))

Mailing address:

E-Mail Address:

Where did you get SP1:

Suggestions:

_____

ORDERING INFO

Yes I would like to register (check the boxes):

All ten games   ¨ for $15

If not all ten games:

Agnes   ¨ for $2

Canfield   ¨ for $2

Engagements   ¨ for $2

Fourteens   ¨ for $2

Gargantua   ¨ for $2

Golgotha   ¨ for $2

Hemispheres   ¨ for $2

Penguin   ¨ for $2

Pyramid Building   ¨ for $2

Sir Tommy   ¨ for $2

If you do not have an E-Mail address: + $2 postage _____

Total: US$_____

Send this order form with the required cash to:

Kertes Gábor

Kölcsey ltp. 1/711
Szekszárd
H-7100
Hungary